1986

Washington Redskins

Joe Gibbs

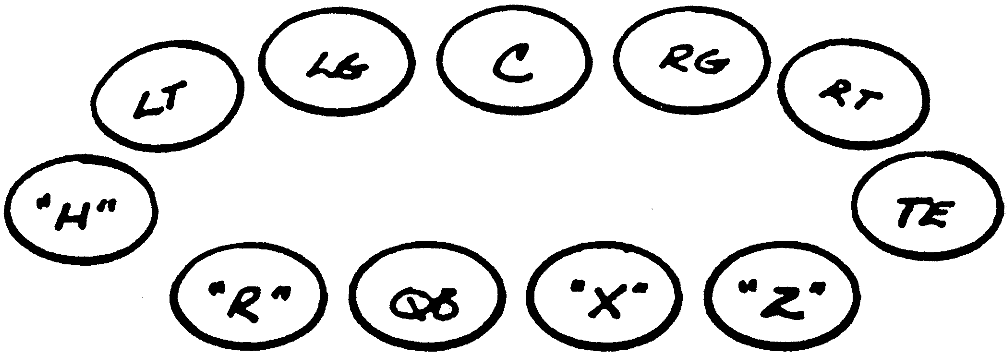
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(GENERAL OFFENSE)

QC Redskins

GENERAL OFFENSE

I. HUDDLE:



A. ALIGNMENT:

(1) FRONT 5- Center and Guards back parallel to LOS. Tackles turned in at approximate 45° angle! Hands on knees - good squared up position - eyes on QB!

(2) BACKLINE - Align in corresponding gaps created by the front 5- hands on knees - good squared up position!

(3) Y and H - Close out huddle facing each other - hands on knees - good squared up position - eyes on QB!

B. PROCEDURE:

(1) CENTER - Set huddle - 7 yards deep directly behind the football!

(2) QUARTERBACK - Steps into the huddle and calls the formation - movement if any - play and starting count!

(3) THE BREAK - On the command of "READY-BREAK" all clap hands - turn inside - jog to LOS and affect our lineup!

C. POINTS OF EMPHASIS:

(1) QB must constantly be aware of the amount of time remaining on the 30 second clock!

(2) Huddle discipline is of importance as this is where every successful play begins.

(3) Get in and out of the huddle as quickly as possible as we only have 30 seconds between each play!

GENERAL OFFENSE

II. METHOD OF CALLING THE PLAY AND STARTING COUNTS:

A. NORMAL METHOD:

(1) QB will call the play in the following manner!

(a) FORMATION
(b) MOVEMENT AND DEPLOYMENT -- if any!
(c) THE PLAY
(d) THE STARTING COUNT

(2) Example of Huddle Call:

(a) TRIPS RIGHT
(b) FAKE WHIZ
(c) 40 GUT
(d) on "RED"

B. OTHER METHODS:

(1) CHECK-WITH-ME - This method gives the QB the option of calling two or more plays in the huddle! The term CHECK-WITH-ME is to alert the team that the QB will make the final decision at the LOS!

(a) HUDDLE CALL - Trips Right - 20 Reach or 60 Outside - Check-With-Me- on Red!

(b) LOS CALL - Set - RED 20 - RED 20 - indication 20 Reach is the play on starting count of Red!

(2) "ATLANTA-ATLANTA" - A term the QB will use to alert the offense to line up on LOS without going into the huddle. After the command of "ATLANTA" the QB will then give the formation; play; and the starting count! NOTE: This will be a game planned situation!

C. STARTING COUNTS:

The single greatest advantage that the offense has over the defense is that we know when the ball will be snapped. Thus, it is imperative that we as a team concentrate on the starting count and explode off the LOS together! Our starting counts will consist of the following options:

(1) 1st Sound - "SET"

(2) On Go - "SET" --GO!

(3) On Red - "SET" - GREEN 30 - GREEN 30 - HUT 1!

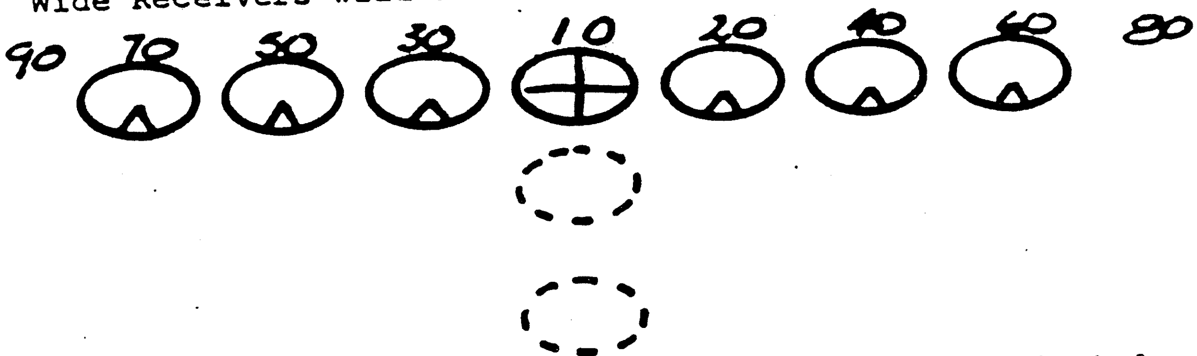
(4) On White - "SET" - BLACK 40 - BLACK 40 -HUT 1 - HUT 2!

ORANGE 20 - ORANGE 20 - HUT 1 - HUT 2

GENERAL OFFENSE

IV. HOLE NUMBERING SYSTEM:

We will number our holes according to the points of attack with EVEN numbers going to the Right and ODD numbers going to the Left. The placement of backs or the spreading of Wide Receivers will have no effect on the points of attack.



(1) A play hitting wide to the right will be an 80 hole play; over the butt of the Tight End will be a 60 hole play; over the Right Tackle will be a 40 hole play and over the Right Guard will be a 20 hole play. Odd Numbers are always on the left side -- they are exactly the same as discussed above for the right side!

(2) 10 - which is the 0 and 1 holes are directly over the center box!

(3) We will have a variety of different blocking schemes and backfield actions for attacking each hole. Each play will have a descriptive word added to designate the backfield action.

(4) We will not flip-flop our interior offensive line. However, other personnel such as Y; H; R; X; Z will align according to formation call and movement!

GENERAL OFFENSE

VI. FORMATIONS

A. TERMS

(1) "Q" - Alignment by "R" behind the QB, 5 yards deep.

(2) "T" - Alignment to "R" spliting the inside leg of offensive Tackle 5 yards deep. Could be strong or weak.

(3) STRONGSIDE - Two receivers side on passes - "Y" on runs.

(4) WEAKSIDE - One receiver side on passes - away from "Y" on running game.

(5) ONSIDE - The side of the formation to which the play is directed.

(6) OFFSIDE - The side of the formation away from where play is directed.

(7) OPEN SIDE - The side that has no End tight to offensive Tackle.

(8) CLOSED SIDE - The side that has an End tight to the offensive Tackle.

(9) SWITCH - Changing of alignment and assignment between H & Z.

(10) STAY - (X + Z Switch) (Z on the Ball, "Y" off the Ball)

B. METHODS USED TO CALL FORMATIONS

(1) Pre-formation Movements *

(a) STEM - Movement by "H" to the formation called on the same side of the formation.

(b) HOP - Movement by "H" to the formation called from the opposite side of the formation.

(c) SHIFT - Movement by "Y" to the formation called from the opposite side of the formation.

C.P. Z must adjust off ball on "Y" shift.

(d) MOVE - Involves a shift by "Y" and Stem by "H".

C.P. Z must adjust off ball on "move".

RUNNING GAME

PLAY NO.

60-70 OUTSDIE - Z or X REVERSE

RULES - TECHNIQUES - COACHING POINTS

- MAN BLOCKING - OVER - (PLAYSIDE [illegible] [illegible]NIQUE) Block towards the action called - 60 or 70 outside. If covered by a down lineman - read his alignment - explode off the LOS as if to block 60 or 70 outside. If nose/tackle is working that way, lock-on and maintain the block. If nose/tackle slants away or you release to 2nd level - come behind the back side linebacker and parallel to LOS - looking to kick corner or support man to outside. As you approach the support man - throttle down and get a base! If covered by a linebacker or uncovered - explode thru playside gap to 2nd level - come behind the backside linebacker and parallel to the LOS - kick the corner or support man to outside.

CALLS TO BE ALERT FOR:

A) ORANGE or YELLOW CALL - If uncovered make a color call to alert offensive line which side "O" is for counting and rule interpretation.

B) YOU CALL - Your call - If you are covered by a down lineman and backside guard is covered by a down lineman - this is to alert the onside guard that he has the SUPPORT MAN!

ON G - MAN BLOCKING - #1 - (DRIVE TECHNIQUE-OUTSIDE NUMBER) Same as 60-70 Outside - Note: We will game plan GAP CALL - if 1 TECHNIQUE block him under the chin!

CALLS TO BE ALERT FOR:

A) YOU CALL - Center is telling you to block the support man. Take a ZONE STEP - and explode to 2nd level - come behind the backside linebacker and parallel to the LOS - looking to kick the corner or support man outside! As you approach the support man - throttle down and get a base!

ON T - MAN BLOCKING - #2 - (DRIVE TECHNIQUE-OUTSIDE NUMBER) Sameas 60-70 Outside!

CALLS TO BE ALERT FOR:

A) ORANGE or YELLOW CALL - Center is alerting you in your rule interpretation that #2 is always the defender aligned on or outside of yc

B) SLIP - Your call - Full Zone Blocking Scheme - Same as 60-70 Out

RUNNING GAME

PLAY NO.

60 OUTSIDE ~~-GHOST~~

"Y" — RULE: Man Block #3

ONSIDE

Same as 60-70 Outside

OFFSIDE

Same as 60-70 Outside

"H" — RULE: To Y Man Block #4

ONSIDE

Same as 60-70 Outside

OFFSIDE

Same as 60-70 Outside

"R-BACK" — Run 60-70 Outside
Fake to Z or X on
Reverse, Same Run Keys.

"QB" — 60-70 Outside Ball Handling
Carry out Fake to Z or X on
Reverse.

"X" — ONSIDE - Fake X Reverse.
BACKSIDE - Near Back
TECHNIQUE = Crossfield

"Z" — ONSIDE - Fake Reverse
BACKSIDE - Near Back
TECHNIQUE = Crossfield

PLAY NO.

TOSS 60-70 OUTSIDE

RULES TECHNIQUES - COACHING POINTS:

C MAN BLOCKING - over - (PLAYSIDE GAP TECHNIQUE). Same as 60-70 Outside.

CALLS TO BE ALERT FOR:

a) ORANGE or YELLOW - Your call - if uncovered - same as 60-70 Outside!

b) GAP - Zone with onside guard - same as 60-70 Outside!

c) "A" CALL or NAME CALL - Your call - alert backside guard to full zone - same as 60-70 Outside.

NOTE: With color call onside (Orange or Yellow) and guard covered by a 2 or 3 technique - PULL for onside linebacker like in 80-90 Truck!

ON G MAN BLOCKING - #1 -(DRIVE TECHNIQUE - OUTSIDE NUMBER). Same as 60-70 Outside. If #1 is a LINEBACKER and onside tackle has made a "U" CALL, pull towards the point of attack - first opening you see - explode up thru the hole and chop the playside knee of the linebacker. As you start your pull, "eyeball" the linebacker on your first two steps so he doesn't run in behind you!

CALLS TO BE ALERT FOR:

a) GAP - Your call - if covered by a down lineman aligned inside eye or shoulder - same as 60-70 Outside!

ON T MAN BLOCKING - #2 - If #2 is a down lineman, read his alignment - if outside eye or shoulder or in a loose position - make a "U" CALL" to tight end or H-Back! Pull to block the outside linebacker aligned on tight end or H-Back. As you start [illegible] -- get width and depth -- try and hook the outside shoulder of the linebacker -- dip under his pads and explode up thru him. If he will not allow you to hook him - fight to maintain the block and kick him to outside. If defender aligns in a 4 or 4-I - use SLIP BLOCKING - FULL ZONE BLOCKING SCHEME. If #2 is a LINEBACKER - ZONE STEP - scoop with the tight end.

CALLS TO BE ALERT FOR:

a) ORANGE or YELLOW - Same as 60-70 Outside!

b) SLIP- Your call - same as 60-70 Outside!

(6) Trips Motion Out (Trips to Duce)

(7) Spread Slot Jet (Spread Slot to Trips Slot)

(8) Spread Slot Long Jet (Spread Slot to Walk)

(9) Trips Slot Jet Out (Trips Slot to Walk)

(10) Trips SLot Fake Whiz (Trips Slot to Trips Slot)

(11) Trips Whiz (Trips to Spread)

(12) Spread Fake Motion (Spread to Spread)

(13) Dart (Freeze to Spread)

(14) Trips Long Whiz (Trips to Freeze)

(15) Trips Slot Long Whiz (Trips Slot to Freeze Slot)

(16) Trips Bang (Trips)

F. <u>"Y" MOVEMENT ("Y" MOVEMENT TO FORMATION CALLED)</u>

(1) Trips Fly (to Trips)

(2) Trips Fake Fly (Trips to Trips)

(3) Duce Fly (to Duce)

(4) Duce Fake Fly (Duce to Duce)

(5) Walk Fly (to Walk)

(6) Walk Fake Fly (Walk to Walk)

(7) Trips Slot Fly (to Trips Slot)

(8) Trips Slot Fake Fly (Trips Slot to Trips Slot)

(9) Spread Fly (to Spread)

(10) Spread Fake Fly (Spread to Spread)

(11) Freeze Fly (to Freeze)

(12) Freeze Fake Fly (Freeze to Freeze)

(13) Unit Fly (to Unit)

(14) Unit Fake Fly (Unit to Unit)

(15) Squeeze Fly (to Squeeze)

PLAY NO.

60-70 OUTSIDE

"Y" [illegible] #3

ONSIDE

Same steps as 60 Out - landmark the outside [illegible] of the [illegible] [illegible] off the ball [illegible] [illegible]

Same as [illegible] on 6, 7, [illegible]

OFFSIDE

[illegible]

"Z" [illegible] Man Block

To Y - Block #4
Art Block

ONSIDE

[illegible] as above [illegible]

OFFSIDE

[illegible]

"R-BACK" Take lead (open) step [illegible] over [illegible] as on [illegible]-90 [illegible] while, at the same [illegible] the OT's Block and [illegible]. The read on #3 should be [illegible] on 60/70 Outside.

"QB" [illegible]

"Y" Frontside - MDM, [illegible] = Stalk
Backside - Near [illegible] technique - crossfield

"Z" Frontside - MDM, [illegible] = Stalk
Backside - Near back [illegible] crossfield technique

(4) I

(5) Slot

(a) Split

(b) Far

(c) Near

(d) I

K. <u>SHORT YARDAGE & GOALLINE SETS</u>

(1) Split Tight Wing

(2) Far Tight Wing

(3) Near Tight Wing

(4) I Tight Wing

L. <u>PERSONNEL IN THE GAME FOR SITUATIONS</u>

(1) Ace

(2) Posse

(3) 3 Wides

(4) 3 Tights

(5) 4 Wides

(6) 4 Wide (Name)

(7) Jumbo

(8) Mini

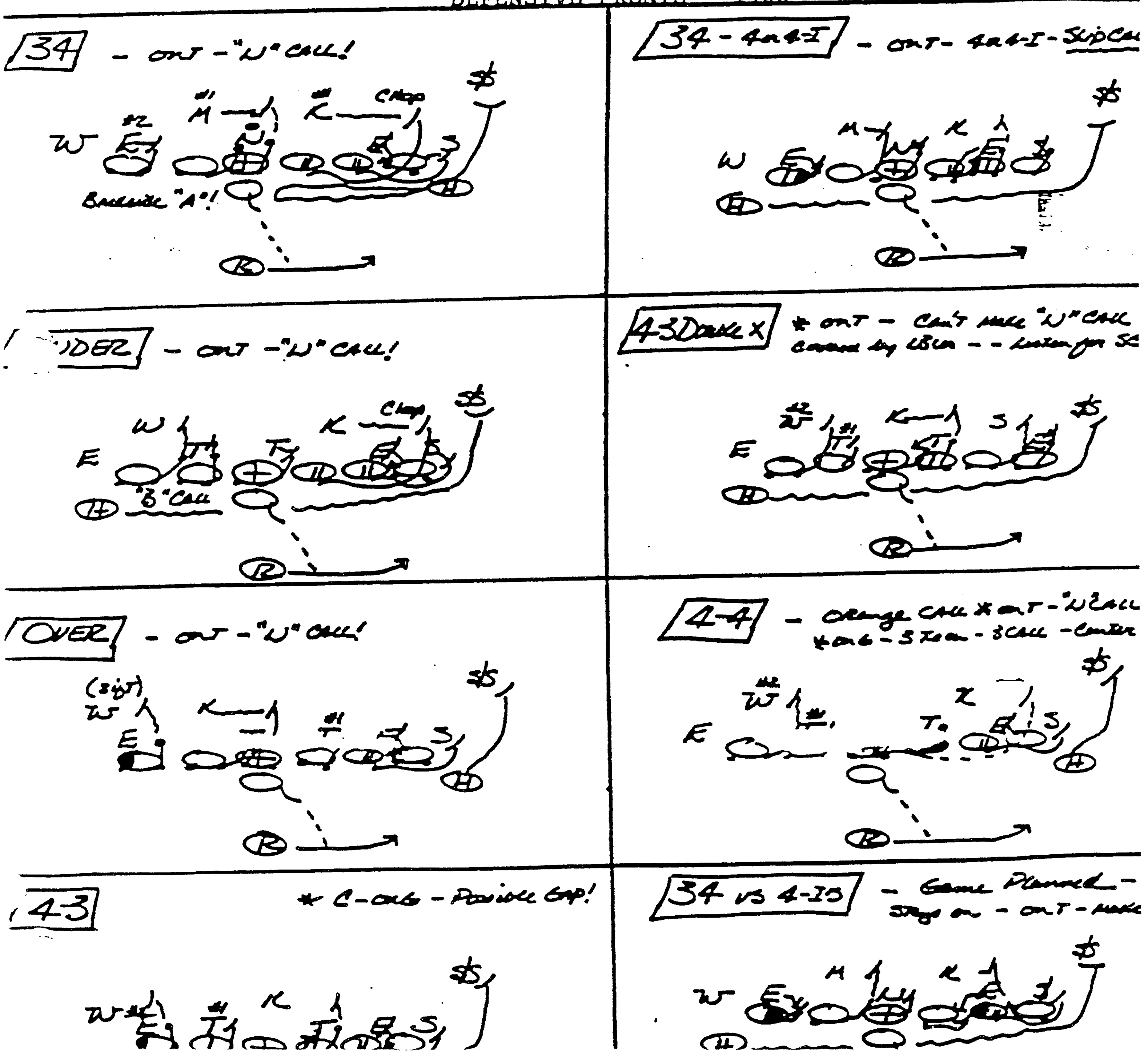
RUNNING GAME

PLAY NO.

TOSS 60-70 OUTSIDE

TOSS means that the Quarterback will pitch the ball to the "R-BACK" rather than handing the ball off. [illegible] allow the ONSIDE TACK [illegible] to make a "U" CALL to the TIGHT END [illegible] -BACK" if covered by a loose playing 5 TECHNIQUE. This is a change of assignments between tackle and tight end or H-back in the blocking scheme.

DEFENSIVE FRONTS - 1986



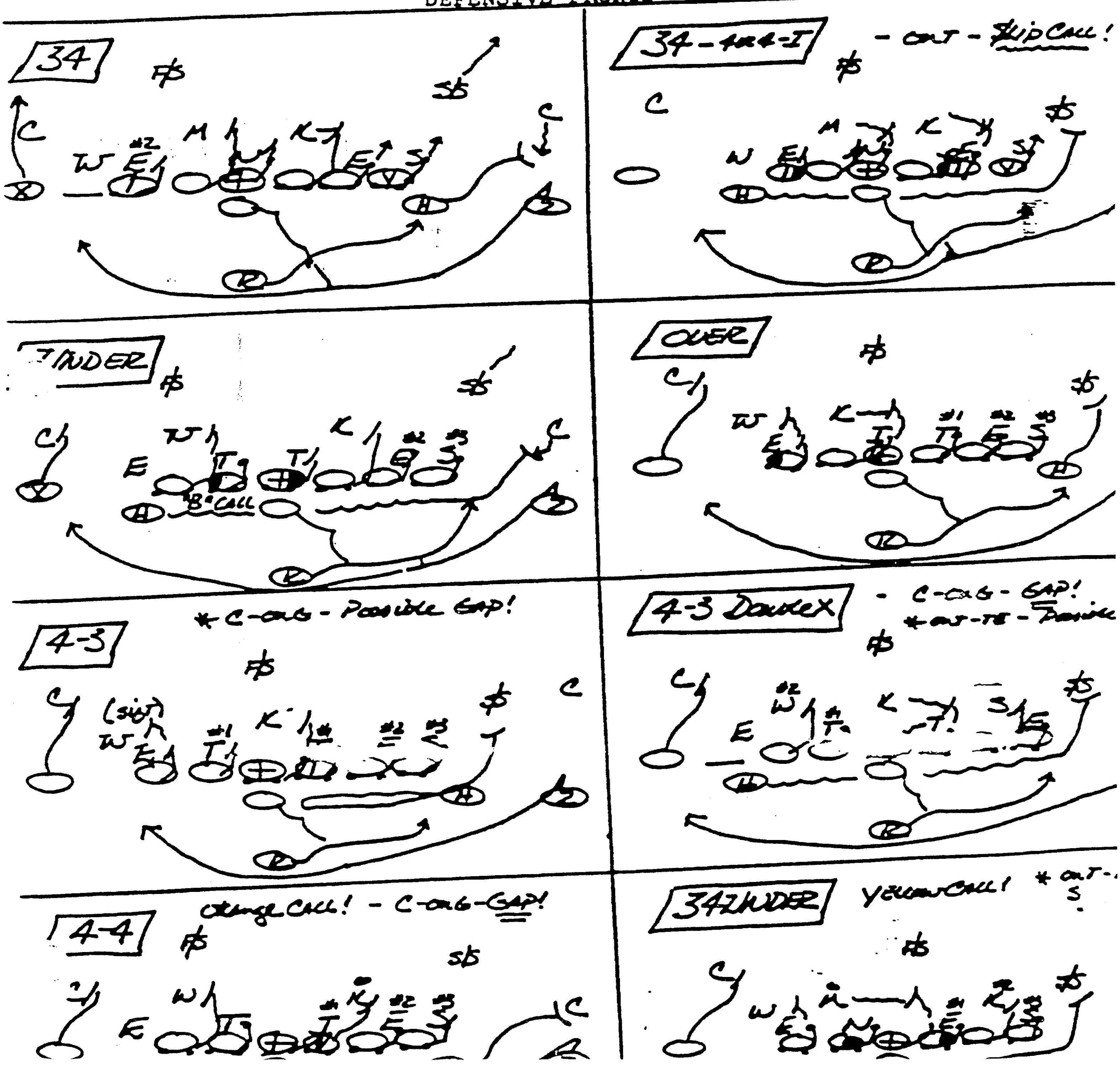
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PLAY NO.

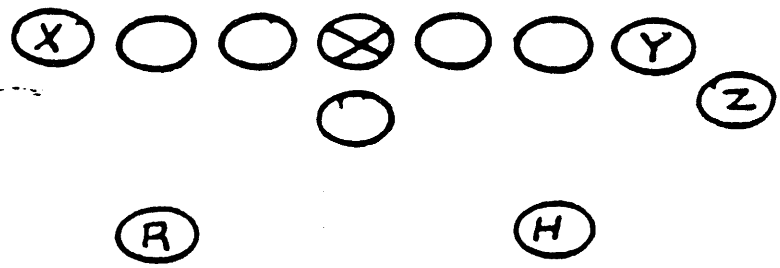
60-70 OUTSIDE - GHOST

is 60-70 OUTSIDE -- fa[illegible] [illegible]E REVERSE to either o[illegible]! This is a CHANGE UP [illegible] will be used when defensive secondaries over-react to stopping the REVERSE!

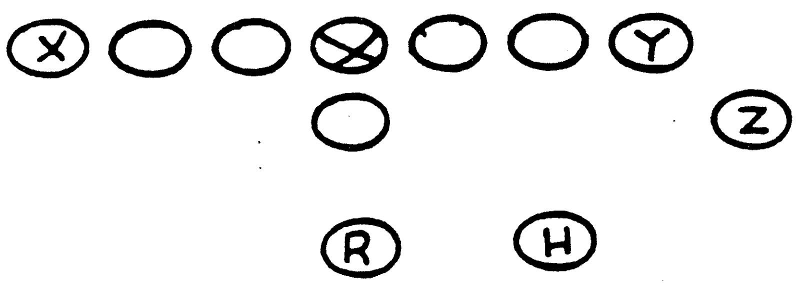
DEFENSIVE FRONTS - 1986



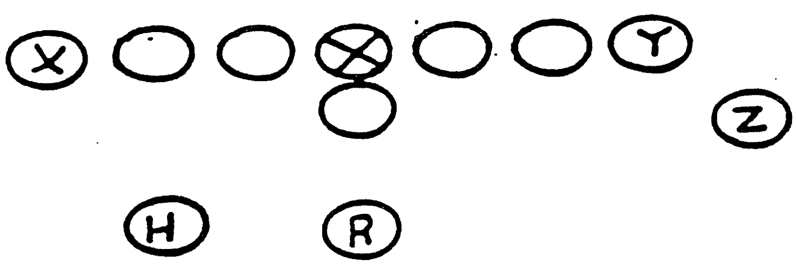
SPLIT RIGHT TIGHT (WING)



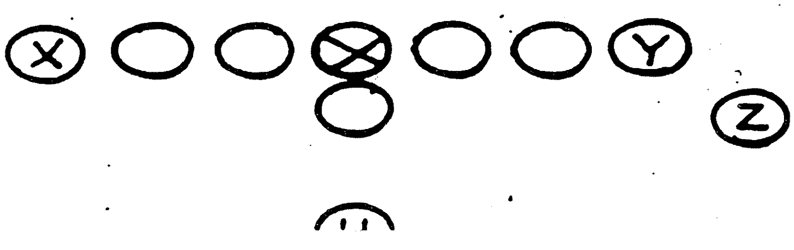
NEAR RIGHT TIGHT (WING)



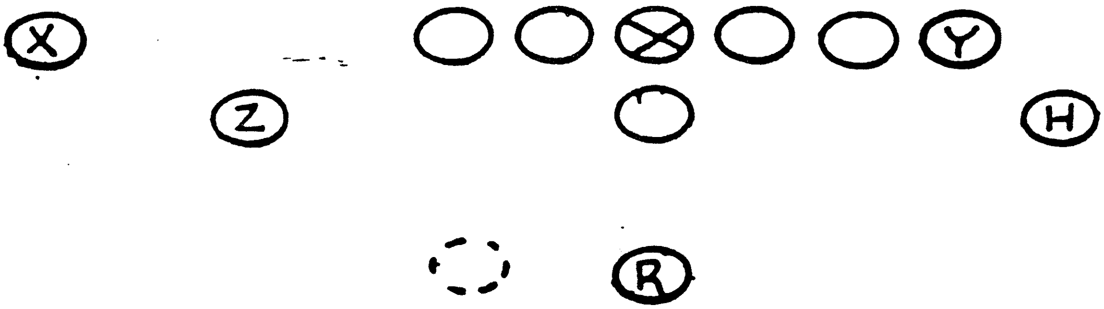
FAR RIGHT TIGHT (WING)



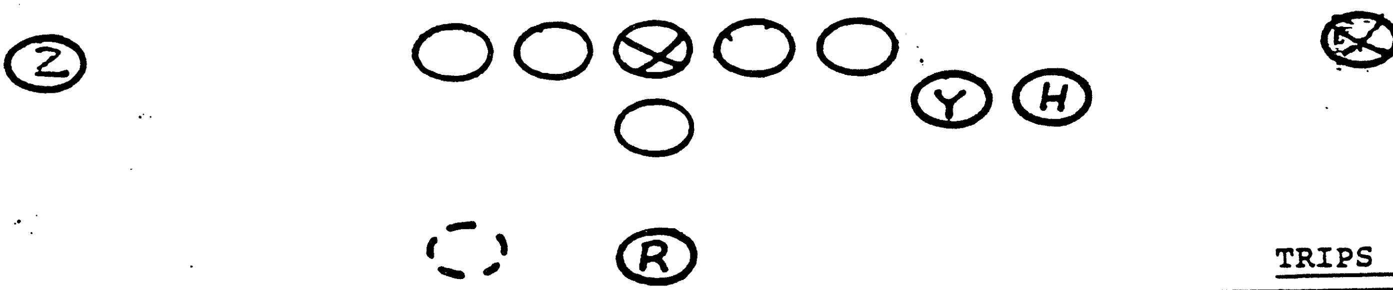
I RIGHT TIGHT (WING)



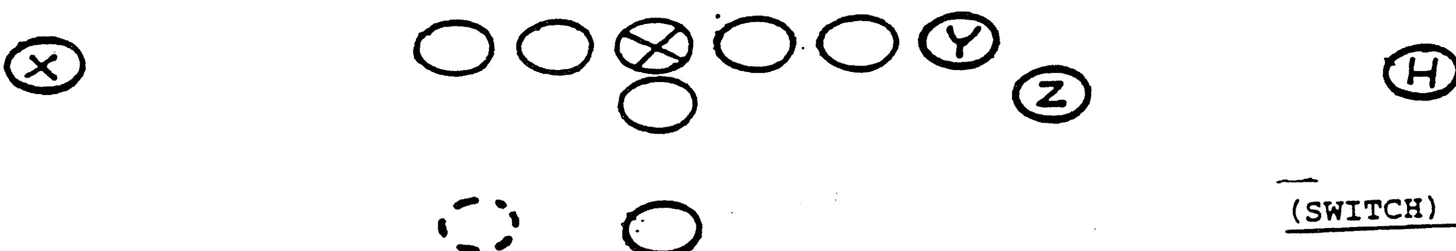
FORMS OF TRIPS (Continued)



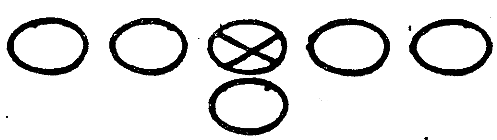
TRIPS SLOT

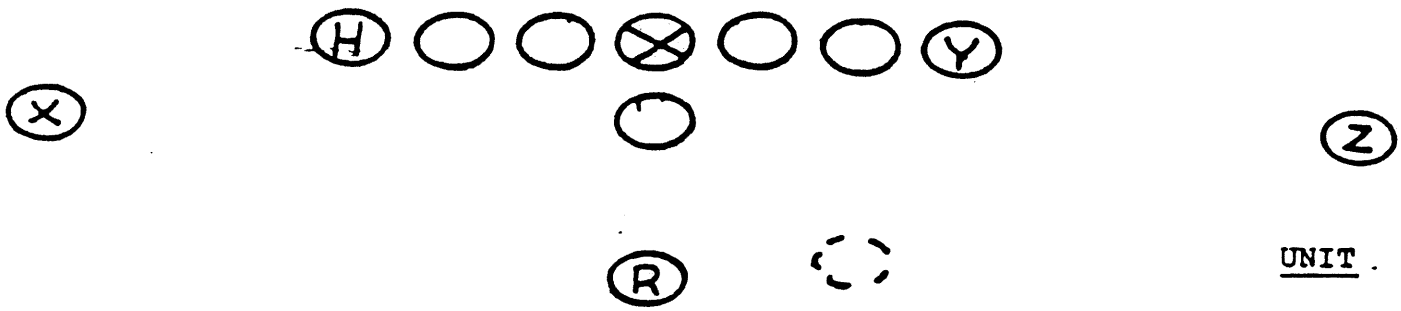


TRIPS STAY

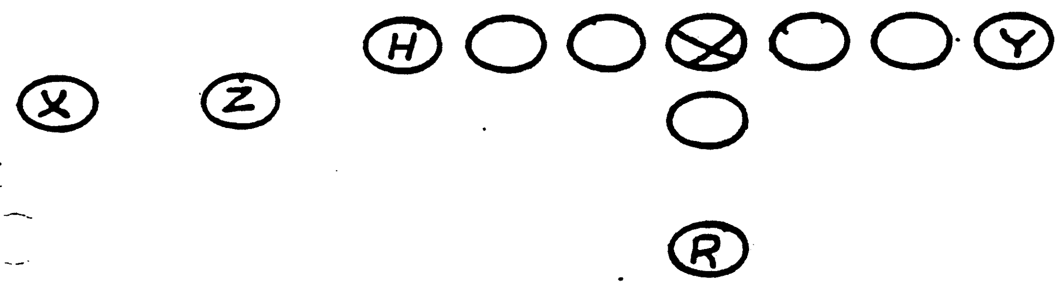


(SWITCH) T

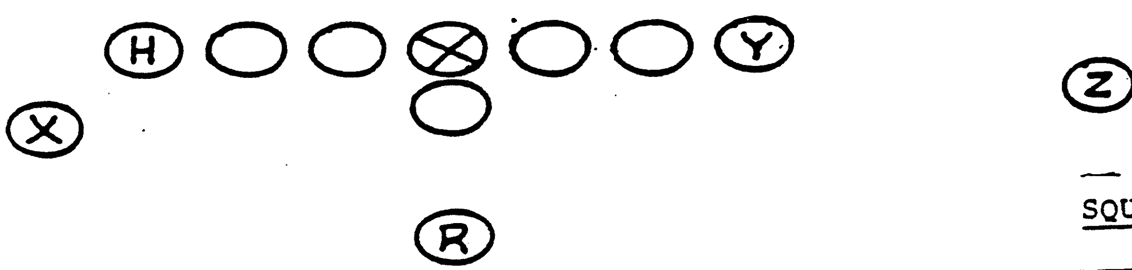




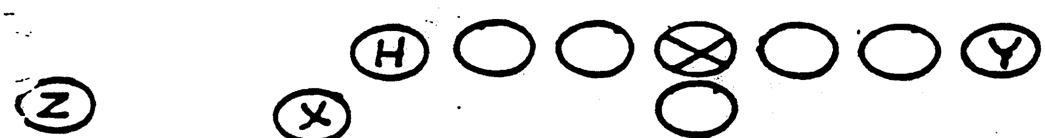
UNIT



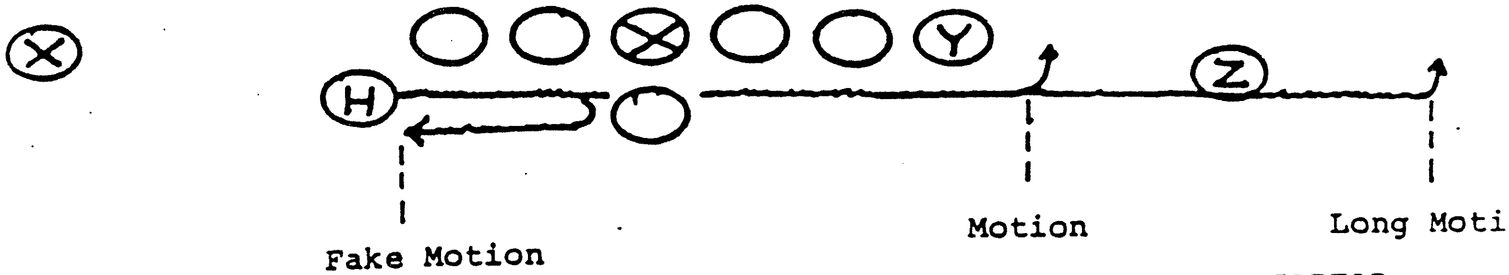
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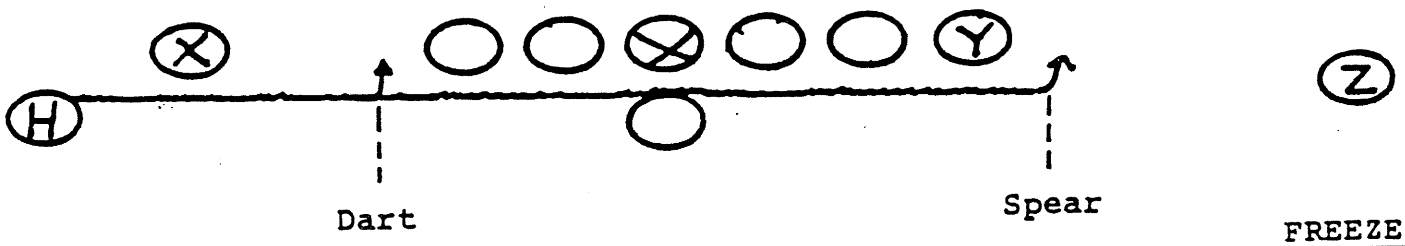
SQUEEZE



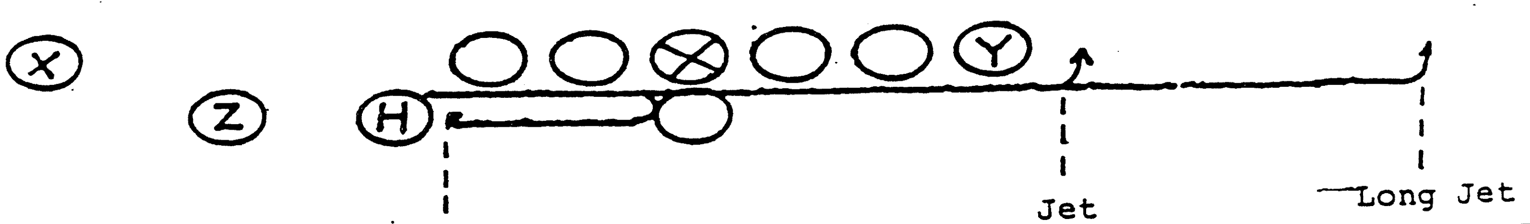
"H" MOVEMENT FROM SPREAD



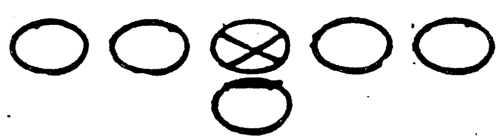
SPREAD



FREEZE



SPREAD SLOT



RUNNING GAME

PLAY NO.

60-70 OUTSIDE

"Y" Man Blocki[illegible] #3

ONSIDE

Same as 40 Gut - landmark is the outside breast to the armpit - get movement off the ball before working your butt to the hole.

Same as 40 Gut on 6, 7, and 9 technique.

OFFSIDE

Cut off #3

"H-BACK" Man Block

TOY - Block #4

Arc Block

ONSIDE

#3 Same as Y Above

OFFISDE

Same as Y Above

"R-BACK" RULE: BALL CARRIER

TECHNIQUE - Lead step to inside leg of TE ("Y's" alignmen[illegible] plant and sprint towards the sideline while reading the block of the TE and/or H. (Stret[illegible] the defense).

"QB" Reverse ball handling; open away from hole and get ball deep to ball carrier.

"X" RULE: Onside - If "H" to your side block deep 1/3.
- If "H" is away block MDM
- If in slot block MDM

Backside - Near Back

TECHNIQUE: Onside - Stalk

Backside - Cross[illegible]

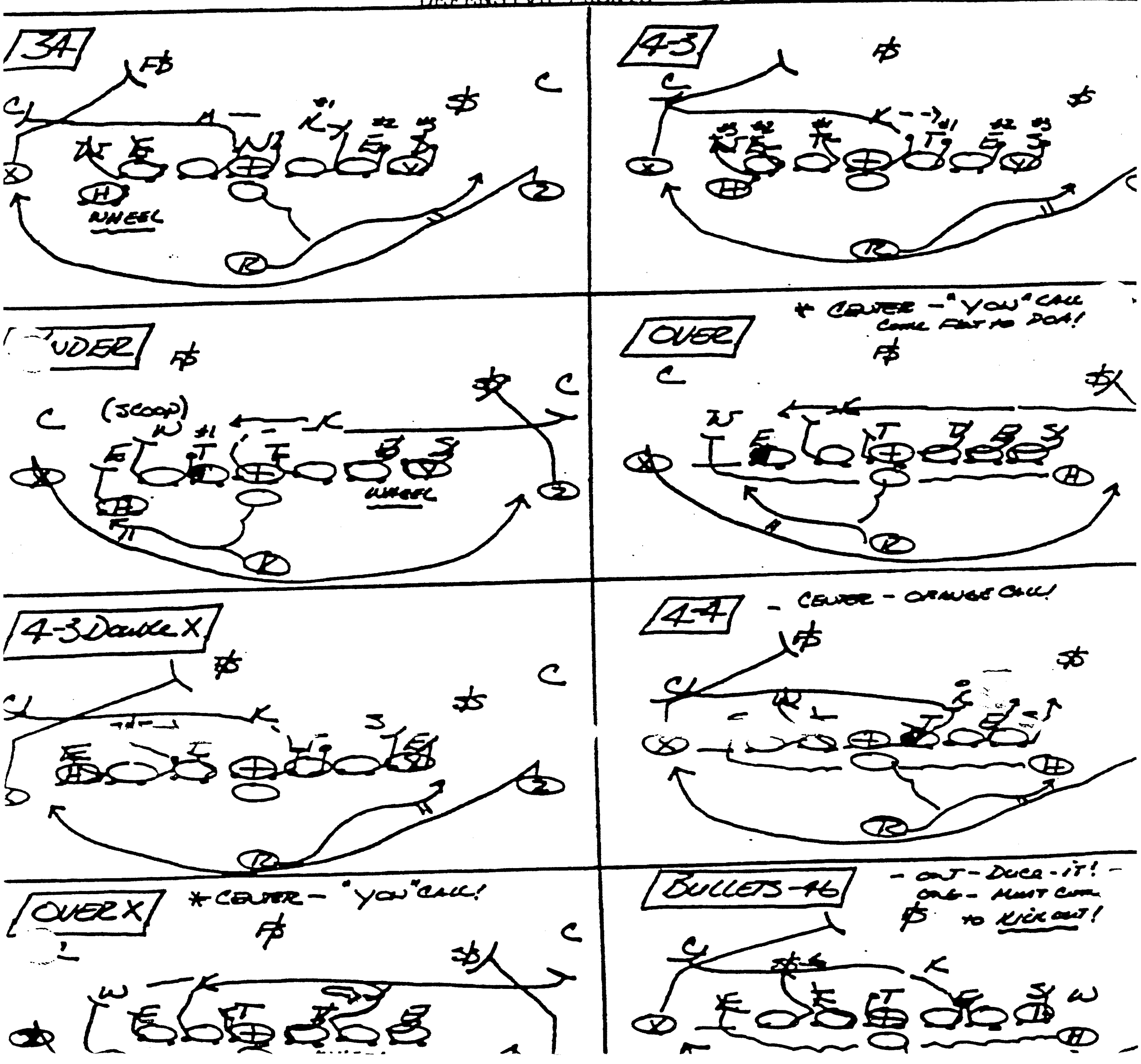
RUNNING GAME

PLAY NO.

60-70 OUTSIDE - "Z" or "X" REVERSE

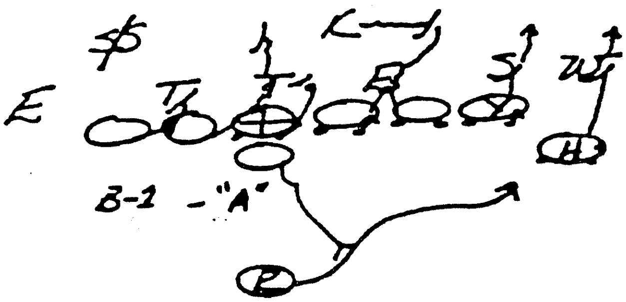
This is a WIDE REVERSE to [illegible] ur "Z" or "X" receiver that will burn a defense that is over [illegible] ing to 60-70 OUTSIDE! If executed properly, this can and will be a BIG PLAY in our offensive attack!

DEFENSIVE FRONTS - 1986



BASTARD LOOKS - Will require special blocking. The key will be the center's call of BULLETS! Upon hearing the call of "BULLETS", the onside tackle will determine the blocking scheme to be used by the alignment of the linebacker. If the linebacker is aligned inside towards the CENTER-BOX the tackle will make a DUCE-IT-CALL and the guard and tackle will execute this scheme. If the linebacker is aligned over the tackle -- the tackle will make a SCOOP CALL and zone with either the tight end or H-back aligned to play side!

BULLETS - DUCE-IT CALL



BULLETS - SCOOP CALL



CALLS TO BE ALERT FOR:

a) ORANGE OR YELLOW - Center is alerting you in your rule interpretation that #2 is always the defender aligned on or outside of you.

b) SLIP - Your call - F [illegible] Zone B[illegible]ng Scheme - If defender aligns in a 4 (head [illegible] or 4-I [illegible]de eye or shoulder) alignment, make a SLIP CALL. Take an outside release by using a cross-over step - bump off - continue to the 2nd level to seal or drive on the scrape off LBer - may run with LBer but don't allow him to cross your face.

c) SCOOP - This is an alert to block the defender aligned on "Y OR H" - if he slants towards you - block him under the chin and up the field. If he locks on to the tight end - work to 2nd level and block the playside number of the linebacker. If linebacker is HEAD UP or INSIDE on alignment - be alert to make a MAN CALL!

OFF G - MAN BLOCKING - #1 - (PLAYSIDE GAP TECHNIQUE) - If #1 is a LBer - ZONE STEP - step with playside foot for a point inside the hip of the nose/tackle - Read his charge or reaction. If #1 is a down lineman, read his alignment to cut off using a scramble or scramble-squeeze technique.

CALLS TO BE ALERT FOR:

a) "A CALL" OR NAME CALL - This is a call to alert you to full zone backside - be alert to cut off defender aligned on center.

b) "B CALL" - Your call - if #1 is a down lineman and he is aligned outside eye or shoulder - and tackle is covered by a linebacker. ZONE between you and offside tackle.

c) "B-1 CALL" OR NAME CALL - Your call - If #1 is a down lineman and there is a linebacker in the general area - Full Zone Backside - Dip your backside shoulder and hip and explode to level 2 to block linebacker either chop or seal!

OFF T - MAN BLOCKING - #2 (PLAYSIDE GAP TECHNIQUE) - If #2 is a down line man, Read his alignment to cut off using either a scramble or scramble-squeeze technique. If #2 is a linebacker explode for the hip of the next down lineman playside then upfield to level 2 to block the linebacker--either chop or seal

CALLS TO BE ALERT FOR:

a) "B CALL" - Full zone backside with offside guard. Step at the hip of the 3 technique to punch and pass to the guard. If he SLANTS towards you - lock-on - and drive him up the field!

b) "B-I CALL"- Cut off the defender aligned on the offside guard - step with near foot - aim for his playside thigh - may wish to chop his legs from under him.

GENERAL OFFENSE

III. AUDIBLE SYSTEM:

We want to use a simple, yet competent audible system to check out of the BAD PLAY versus some of the different defensive looks we will see!

A. AUDIBLE MECHANICS:

(1) Our system is based on the REPEAT of the starting count called in the huddle by the QB! EXAMPLE: If the starting count is on "RED" and the QB repeats the RED CALL after the initial command of "SET" the next number called is the new play! QB will repeat the play twice for SOAK-IN-TIME for the offensive team!.

(2) When the starting count is on "SET" or on GO -- it will not be possible to check to another play!

(3) Whenever a LIVE AUDIBLE changes the original play our starting count will remain the same as called in the huddle - which is also being repeated on the LOS! Example -- if RED is called in huddle - RED will be repeated on LOS!

B. EXAMPLES:

(1) "DUMMY" or FALSE CALLS:

(a) HUDDLE CALL - Trips Right Bang - 40 Lead Nose on Re

(b) LOS CALL - Set - Green 90 - Green 90 - Hut 1

Dummy call of GREEN was made - Running 40 Lead Nose on RED (HUT 1)

(2) CHECKING TO A NEW PLAY:

(a) HUDDLE CALL - Trips Right - 989 on White!

(b) LOS CALL - Set - White 60 - White 60 - Hut 1 - Hut

QB has used the live color of WHITE and the new play is 60 Outside!

RUNNING GAME

PLAY NO.

60-70 OUTSIDE

RULES - TECHNIQUES - COACHING POINTS:

[illegible] MAN BLOCKING - Over - (PLAYSIDE GAP TEC[illegible] [illegible] covered by a down lineman - Read his alignment. [illegible] nose/[illegible] is head up on alignment - step with playside foot - drive block playside number to armpit - work level 1 to level 2 for backside linebacker! If nose/tackle shaded weak - step with backside foot - drive on playside number to armpit - work level 1 to level 2. If nose/tackle shaded strong (playside) - dip under his pads - drive on playside thigh and work to square shoulders to LOS.

CALLS TO BE ALERT FOR:

a) ORANGE OR YELLOW - Your call - if uncovered - make color call to alert offensive line which side "0" is for counting and rule interpretation.

b) GAP - Zone with onside guard - Short lead step - cross over - plant - drive under his pads for playside thigh - work to square shoulders to LOS.

c) "A" CALL or NAME CALL - Your call - Alert backside guard to full zone - cutoff nose/tackle.

ON G - MAN BLOCKING - #1 - (Drive Technique - Outside number) If #1 is a LBer - ZONE STEP - Step with playside foot for a point inside defensive end's near hip - Read his charge or reaction. If #1 is a down lineman, read his alignment - if head up to outside eye or shoulder (2 or 3 Technique) - drive on outside number to armpit - get movement off LOS THEN work "butt" to play hole side!

CALLS TO BE ALERT FOR:

a) GAP - Your call - If covered by a down lineman aligned inside eye or shoulder - Zone with center - Step with inside or near foot - as if to block his near number - work level 1 to level 2 for middle to onside linebacker.

b) SLIP - Full Zone Blocking Scheme - This is an alert to block the defende. [illegible] onside tackle - if he [illegible] towards you or steps up the field - block him under the chin and up the field. If he locks on to the tackle work to 2nd level and block the playside number of the linebacker.

ON T - MAN BLOCKING - #2 - (Drive Technique - Outside number) If #2 is a down lineman, read his alignment - if outside eye or shoulder (5 Technique) - drive on outside number to armpit - get movement off LOS THEN work "butt" to play hole side. If #2 is a LBer - ZONE STEP - step with playside foot for a point inside the hip of the defender aligned on "Y OR H". Read his charge or reaction.

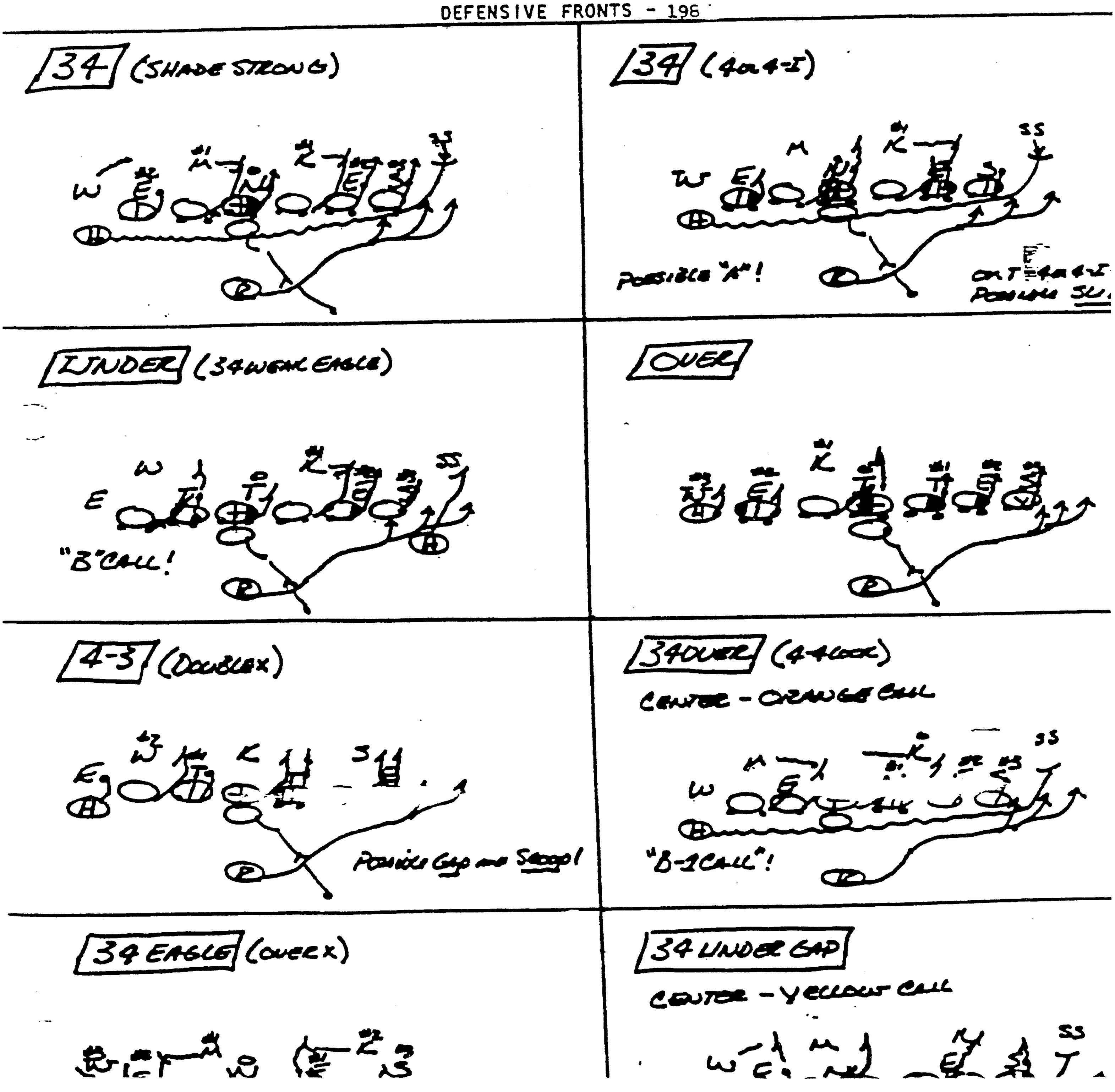
RUNNING GAME

PLAY NO.

60-70 OUTSIDE

This play is designed to be an outside running play whereby our "R-BACK" will initially stretch the defense to the outside while option running off our ·ight ends' block. Our offensi·· line se FULL ZONE BL·· ·inciples - It is important to get off the LOS before working your "butt" into the hole!

DEFENSIVE FRONTS - 198·



(3) "H" ALIGNMENT

In a SPREAD formation the "H-Back" will line up 3 feet outside of the offensive Tackle and 3 feet off of the LOS. Your hand should be on the same line as the feet of the offensive Tackle. In a TRIPS formation, line up 3 feet outside of the Tight End and 3 feet off of the LOS. Your hand should be on the same line as the feet of the Tight End!

B. SPLITS:

(1) Guards:

Your split will vary from 2 feet to 3 feet depending upon the defense and the play. In certain situations--such as goalline - may have to close split to 1 foot!

(2) Tackles:

Your split will vary from 3 feet to 4 feet depending upon the defense and the play. On all plays that end with 20-30; 40-50 take a maximum split of 4 feet. In certain situations--such as goalline - will close split to 3 feet! On all protections and plays that end with 60-70; 80-90 close your split to 3 feet!

(3) Tight Ends:

Your split will vary from 3 feet to 4 feet depending upon the defense and the play. On all plays that end with 20-30; 40-50 take a maximum split of 4 feet. Any play that you are involved in the protection or any plays that end with 60-70; 80-90 close your split to 3 feet! On passing plays where you are involved in the pattern may take a little more split (4½ feet) to help you on your release!

TABLE OF CONTENTS

(60-70 HOLE PLAYS)

TABLE OF CONTENTS

(PASSING GAME)

RUNNING GAME

PLAY:

40-50 GUT SEAL

"Y" **RULE:** Man Block #3

ONSIDE

Same as 40-50 Gut

OFFSIDE

Same as 40-50 Gut

"H" **RULE:** Bang movement and trap first man on LOS past Center's box.

"R" **RULE:** Ball Carrier

TECHNIQUE: Open step, cross-over, plant; read block of OT. Run the same as 40-50 Gut except we don't expect dramatic cut back possibility.

"QB" Deep reverse pivot, get ball to "R" as deep as possible

"X" **RULE:** Near back

TECHNIQUE: Crossfield technique (Cut)

"Z" **RULE:** Most dangerous out of secondary (MDM)

TECHNIQUE: Stalk

(1) Backfield Deployment (Example - Trips).

(2) Direction of "Y" (Example - Right)

(3) Receiver Deployment (Example - Slot)

(4) Movement (Example - Zoom)

C. FORMS OF TRIPS

(1) Trips (Y & H to same side)

(2) Duce (Trips with "H" Wide)

(3) Walk (Duce Slot)

(4) Trips Tight (X is Tight Away From Y)

(5) Trip Slot (Z Opposite Y)

(6) Trips Stay (Z & X Switch - Y Off Ball - Z on Ball)

D. FORMS OF SPREAD

(1) Spread (Y & H Opposite)

(2) Freeze (Spread with "H" Wide)

(3) Freeze Slot (Z Opposite Y)

(4) Unit (Y & H Opposite - "H" On Ball) (X off Ball).

(5) Unit Slot (Z Opposite Y)

(6) Squeeze (Unit with X Tight to H)

(7) Squeeze Slot (Z Opposite "Y")

(8) Spread Slot (Z Opposite Y)

(9) Spread Stay (X & Z Swap - Y Off Ball - Z On Ball)

E. H MOVEMENT ("H" MOVEMENT OUT OF FORMATION CALLED)

(1) Spread Motion (Spread to Trips)

(2) Spear (Freeze to Trips)

(3) Hip (Duce to Trips)

(4) Fake Whiz (Trips to Trips)

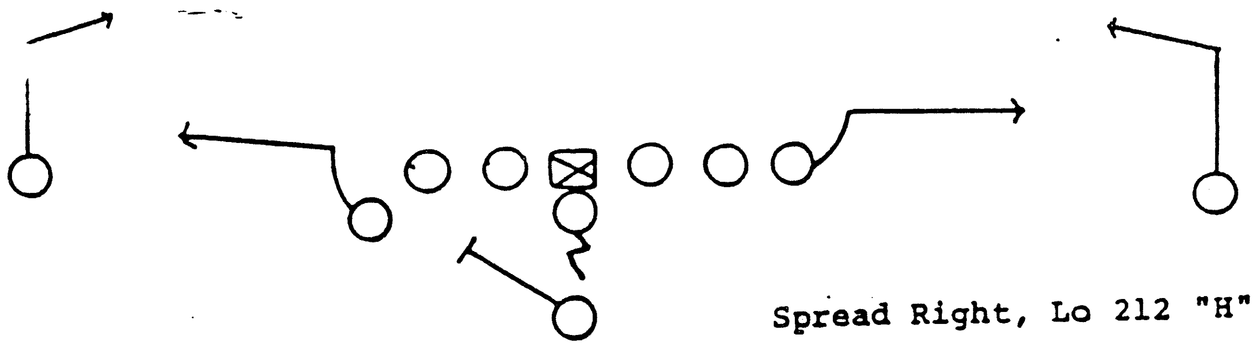
(5) Spread Long Motion (Spread to Duce)

OFF T

If covered by a LINEBACKER - take a short lead step with playside foot - explode to 2nd level to block playside number of linebacker. If covered by a DOWN LINEMAN - block next defender to your outside on or off LOS. Take short lead step with near foot and [illegible] explode - block the defender's near number using [illegible]le drive technique. If defender aligned on you loops or works to your outside - lock-on and maintain the block using short, choppy steps. NOTE: Take a 3 FOOT SPLIT on this play so you don't get caught in the TRASH.

D. Hi/Lo Triple Digit

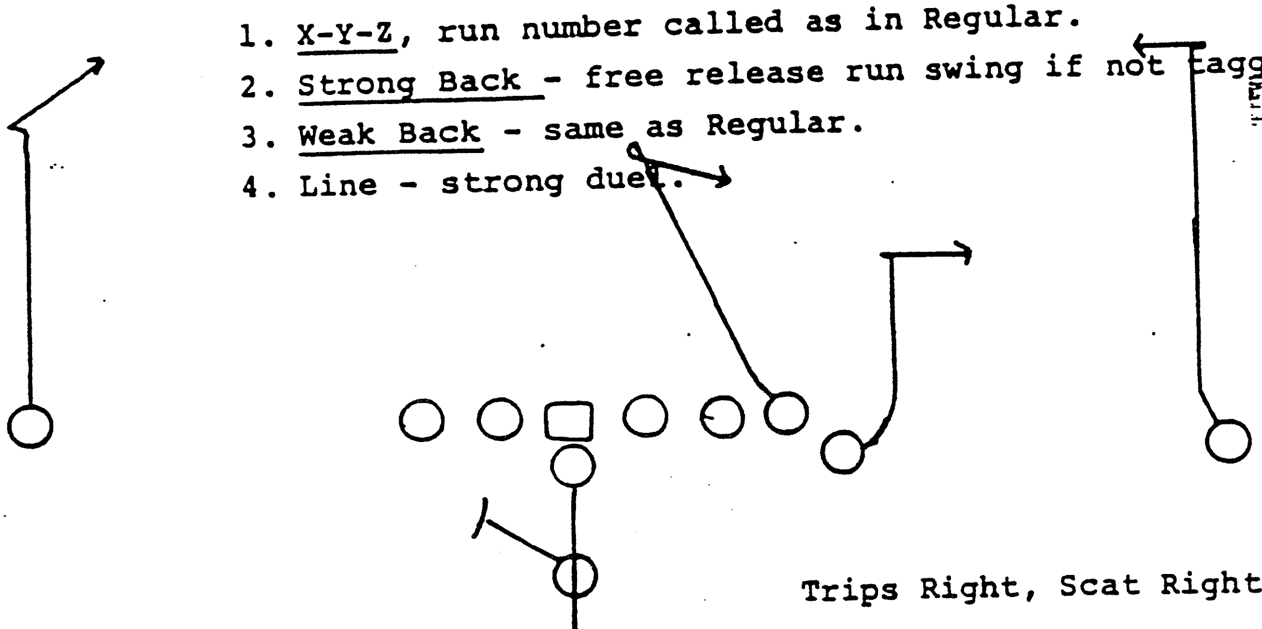
1. X-Y-Z, numbers called as in Regular.
2. Weak Back - free release run tag.
3. Strong Back - same as Hi/Lo Single.
4. Line has strongside duel.



Spread Right, Lo 212 "H" Flat

E. Scat Triple Digit

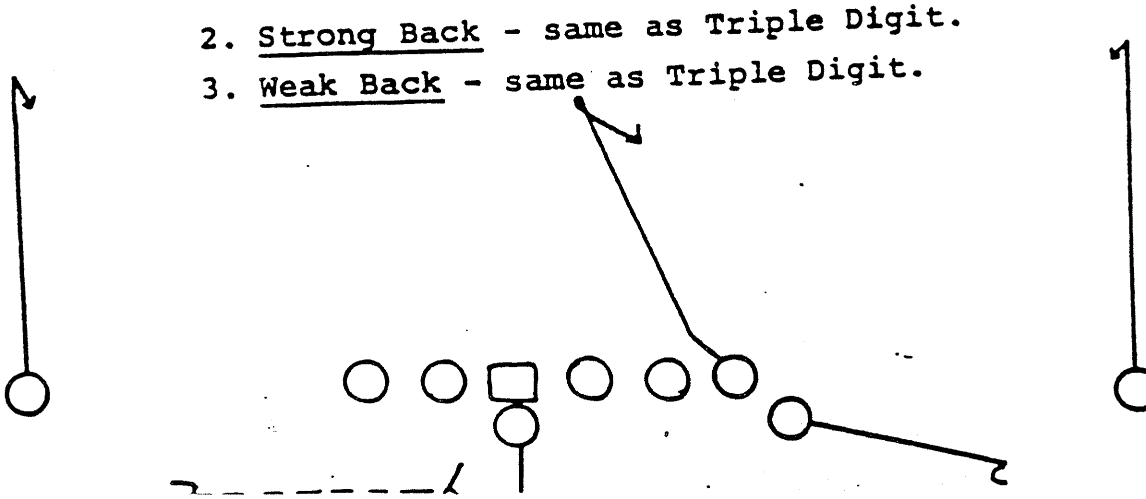
1. X-Y-Z, run number called as in Regular.
2. Strong Back - free release run swing if not tagged.
3. Weak Back - same as Regular.
4. Line - strong duel.



Trips Right, Scat Right 864 W:

F. Scat Double Digit

1. X-Y-Z, same as Triple, except digits apply to receive: to two receiver side. Single receiver mirrors second c
2. Strong Back - same as Triple Digit.
3. Weak Back - same as Triple Digit.



RUNNING GAME

PLAN NO.

40-50 GUT SEAL

RULES - TECHNIQUES - COACHING POINTS:

MUSTS: Maximum splits - (2-3-3) - put stretch on the defense.

C MAN BLOCKING - OVER - (PLAYSIDE GAP TECHNIQUE) - same as 40-50 Gut.

CALLS TO BE ALERT FOR:

a) ODD - Your call - covered by a down lineman.

b) EVEN - Covered by a linebacker.

c) ORANGE or YELLOW - Uncovered - same as 40-50 Gut!

d) GAP - Same as 40-50 Gut!

ON G MAN BLOCKING - #1 - (DRIVE TECHNIQUE - OUTSIDE NUMBER)

CALLS TO BE ALERT FOR:

a) GAP - Your call - same as 40-50 Gut

b) 4 or 4-I CALL - Same as 40-50 Gut

c) WILLY - Same as 40-50 Gut

ON T MAN BLOCKING - #2 - (DRIVE TECHNIQUE - Block a point betwee his sternum and outside number - Create the Stretch).

a) 4 or 4-I CALL - Same as 40-50 Gut

b) WILLY - Same as 40-50 Gut

c) 6 or 7 CALL - Same as 40-50 Gut

OFF G If covered by a LINEBACKER - Same as 40-50 Gut. If covere by a DOWN LINEMAN - block next defender to your outside on off LOS. Take a short lead step with near foot and then explode. Block the defender's near number using an angle drive technique. If defender aligned on you loops or work to your outside - lock-on and maintain the block using short, choppy steps. NOTE: If tackle is covered by a linebacker block the defensive end.

(16) Squeeze Fake Fly (Squeeze to Squeeze)

(17) Trips Jump (Trips)

(18) Spread Jump (Spread)

(19) Duce Jump (Duce)

G. "Z" MOVEMENT

(1) Zoom - Long movement by "Z" across the ball to formation called.

(2) Fake Zoom starts in formation call starting away and coming back to call.

(3) Zing - Movement by "Z" across the ball to formation but tight to "Y" or "H".

(4) Zip - Short movement by "Z" towards the ball, but not crossing the ball.

(5) Buzz - Long movement by "Z" across the ball to formation call but outside of X.

H. "X" MOVEMENT (MOVEMENT BY "X" OUT OF FORMATION CALLED)

(1) Squeeze Motion (to Trip)

(2) Squeeze Exit (to Unit)

(3) Unit X Zip (Unit to Squeeze)

(4) Freeze X Zip (to Freeze)

I. "R" MOVEMENT

(1) REX - Movement to right 3 yards outside end man on LOS.

(2) LONG REX - Long movement by "R" to right.

(3) LEX - Movement to left 3 yards outside end man on LOS

(4) LONG LEX - Long movement by "R" to left.

J. TWO BACK SETS

(1) Split

(2) Near

(3) Far

RUNNING GAME

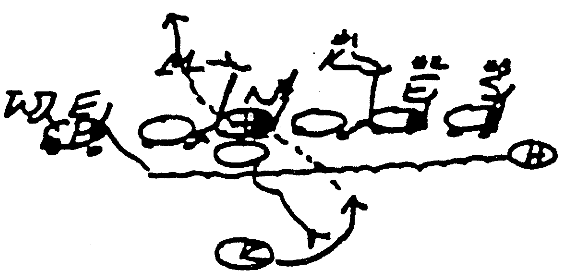
PLAY NO.

40-50 GUT SEAL

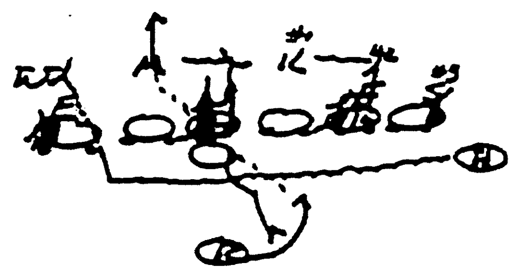
GUT SEAL is a change up blocking scheme for 40-50 Gut. This blocking scheme is simi... LEAD NOSE except our "H-BACK" will lea... on fir t lineman from the backs... guard box to the backside.

DEFENSIVE FRONTS - 1986

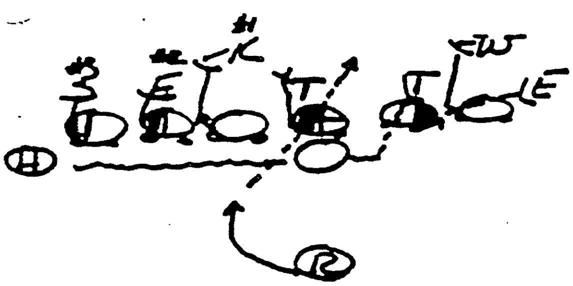
34 (SHADE STRONG)



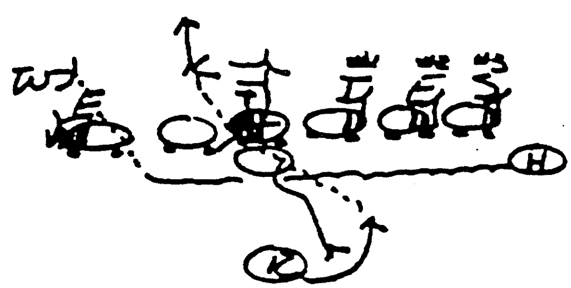
34 (SHADE WEAK)



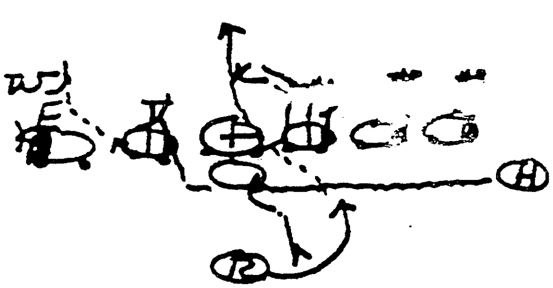
UNDER (34 WEAK EAGLE)



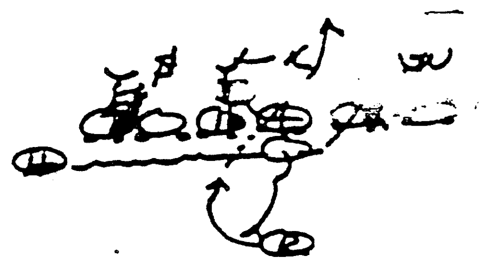
OVER



4-3



4-3 (DOUBLE X)

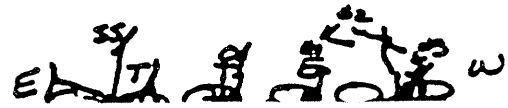


4-4 (34 OVER)

ENTER - ORANGE CALL



BULLETS - 46 (34 DOUBLE EAG.

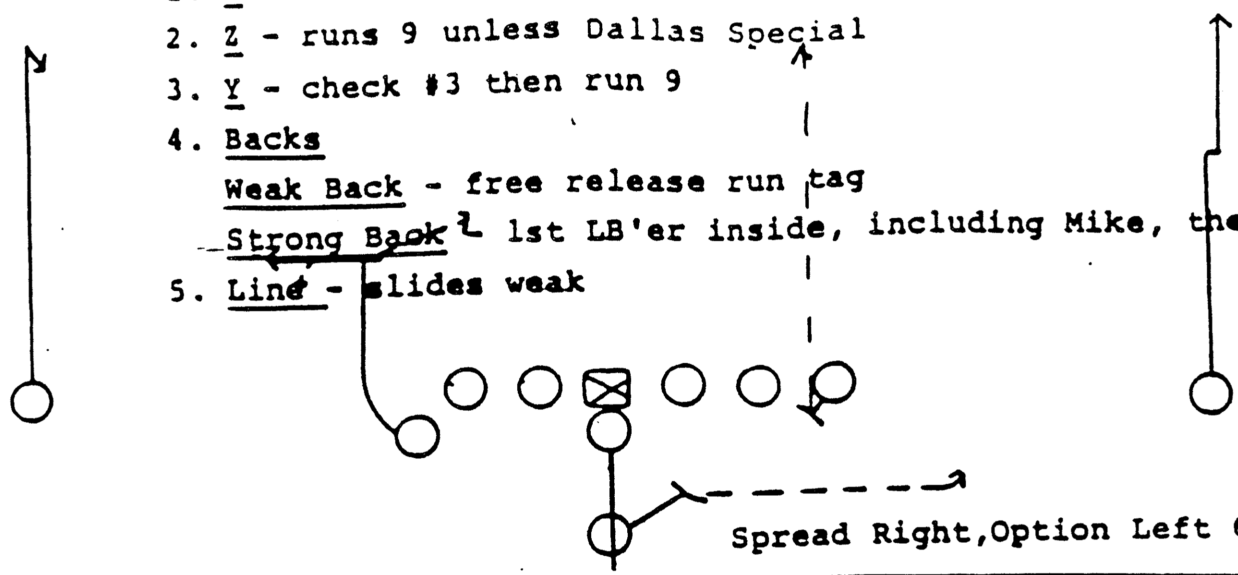


J. Option Single

1. X - runs number.
2. Z - runs 9 unless Dallas Special
3. Y - check #3 then run 9
4. Backs

   Weak Back - free release run tag

   Strong Back - 1st LB'er inside, including Mike, then swing.
5. Line - slides weak



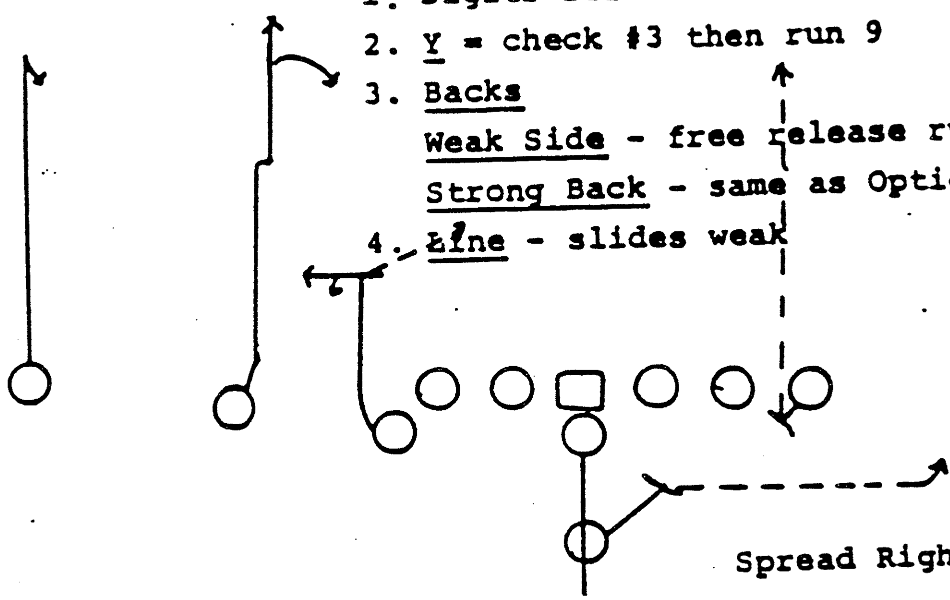
Spread Right,Option Left 6"H" Choi

K. Option Double

1. Digits refer to slot receivers inside out.
2. Y - check #3 then run 9
3. Backs

   Weak Side - free release run tag.

   Strong Back - same as Option Single.
4. Line - slides weak



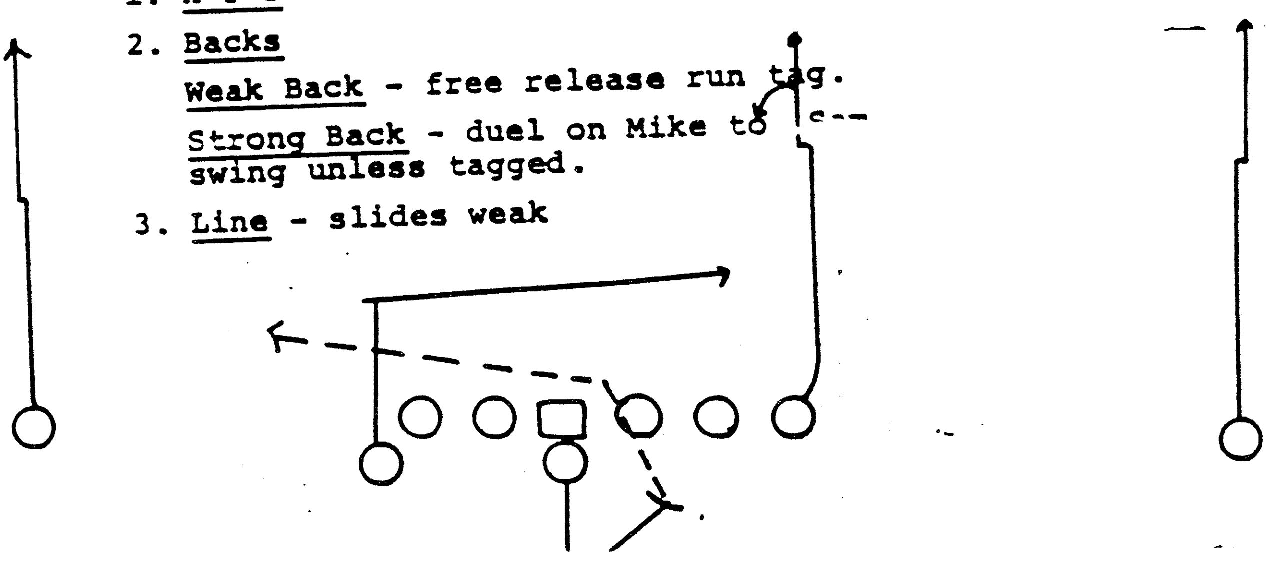
Spread Right Slot,Option Lt.86"H"

L. Option Triple

1. X-Y-Z = number called as in Regular.
2. Backs

   Weak Back - free release run tag.

   Strong Back - duel on Mike to swing unless tagged.
3. Line - slides weak



RUNNING GAME

PLAY:

40-50 LEAD NOSE

"Y" RULE: Man Block #3

ONSIDE	OFFSIDE
Same as 40 Gut	Same as 40 Gut

"H" RULE: Bang movement and trap the center's call. Odd call trap the man on the center. Even call, Orange or Yellow then trap 1st down lineman past the center's box.

"R" RULE: Ball carrier

TECHNIQUE: Open step, cross over, plant; read block of onside tackle.

"QB" Deep reverse pivot, get ball to the "R" as deep as possi

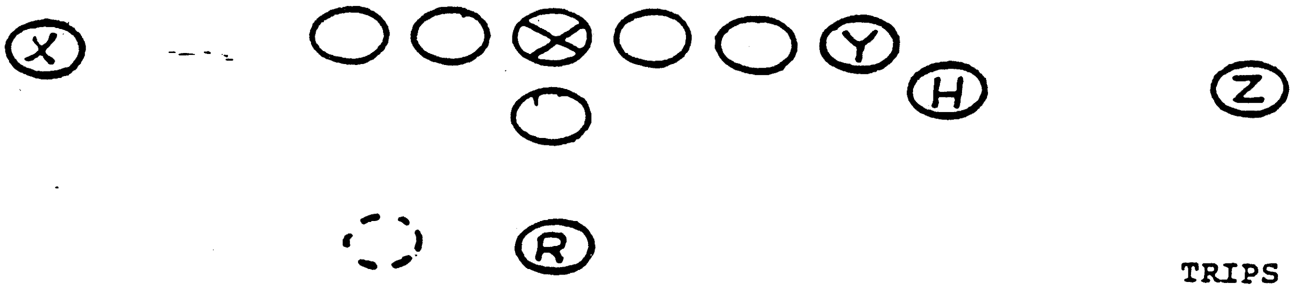
"X" RULE: Backside; Near Back

TECHNIQUE: Crossfield technique (Cut)

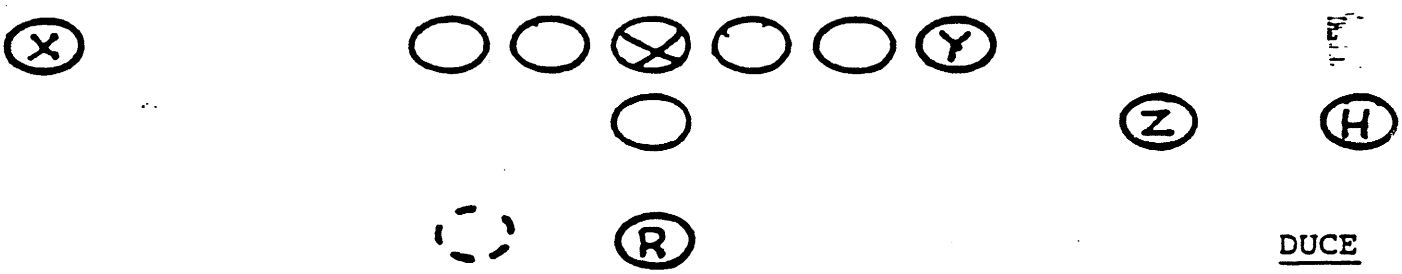
"Z" RULE: Onside - most dangerous out of secondary

TECHNIQUE: Stalk

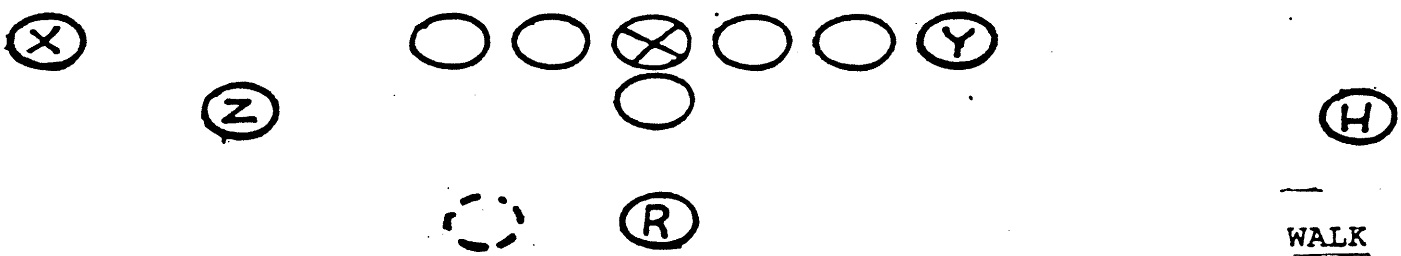
FORMS OF TRIPS



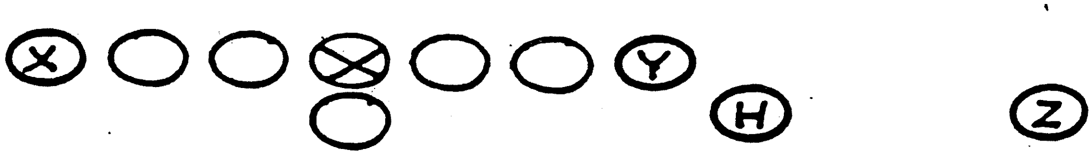
TRIPS



DUCE



WALK



RUNNING GAME

PLAY NO.

40-50 LEAD NOSE

RULES - TECHNIQUES - COACHING POINTS:

MUSTS: Maximum Splits - (2-3-3) - Put stretch on the defense!

C - CALL THE FRONT - a) ODD - covered by a down lineman; b) EVEN - covered by a linebacker.
ODD CALL - Block backside (PICK IT) - If nose guard shaded backside - block under chin - High pressure control!
EVEN CALL - Same as 40-50 Gut

CALLS TO BE ALERT FOR:

a) ORANGE OR YELLOW - Same as 40-50 Gut

b) GAP - Same as 40-50 Gut

ON G - MAN BLOCKING - #1 - (Drive Technique - Outside Number)

CALLS TO BE ALERT FOR:

a) GAP - Your Call - Same as 40-50 Gut

b) 4 or 4-1 CALL - Same as 40-50 Gut

c) WILL Y - Same as 40-50 Gut

ON T - MAN BLOCKING - #2 - (Drive Technique - Block a point between his sternum and outside number - create the stretch)

CALLS TO BE ALERT FOR:

a) 4 or 4-1 CALL - Same as 40-50 Gut

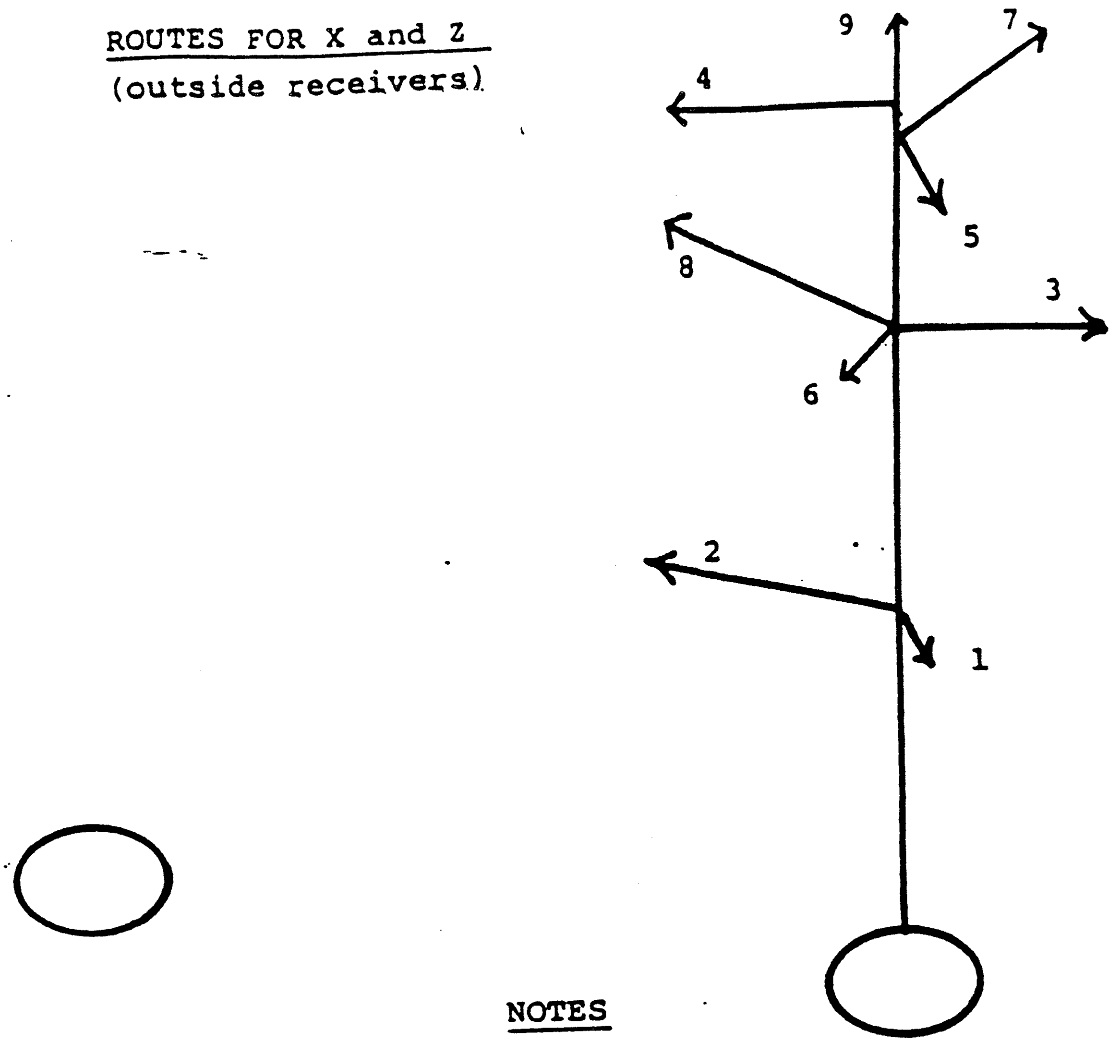
b) WILL Y - Same as 40-50 Gut

c) 6 or 7 CALL - Same as 40-50 Gut

OFF G - If covered by a LINEBACKER - Take a short lead step with playside foot - explode to 2nd level to block playside number of linebacker. If nose/ tackle loops into you get movement on this defender as you [illegible] 2nd level - look for outside linebacker (WILL BACKER)! If covered by a DOWN LINEMAN - Block next defender to your outside on or off LOS, take a short lead step with near foot and explode. NOTE: If tackle is covered by a linebacker block the defensive end.

OFF T - If covered by a LINEBACKER - Take a short lead step with playside foot explode to 2nd level to block playside number of linebacker. If covered by a DOWN LINEMAN - block next defender to your outside on or off LOS. Take a short lead step with near foot and then explode - Block the defender's near number using an angle drive technique. If defender aligned on you loops or works to your outside, lock-on and maintain the block using short choppy steps. NOTE: Take a 3 FOOT SPLIT on this play

ROUTES FOR X and Z
(outside receivers)



NOTES

ROUTE	DEPTH	ADJUSTMENTS	COACHING POINTS
1			
2			
3			
4			
5			
6			
7			
8			
9			

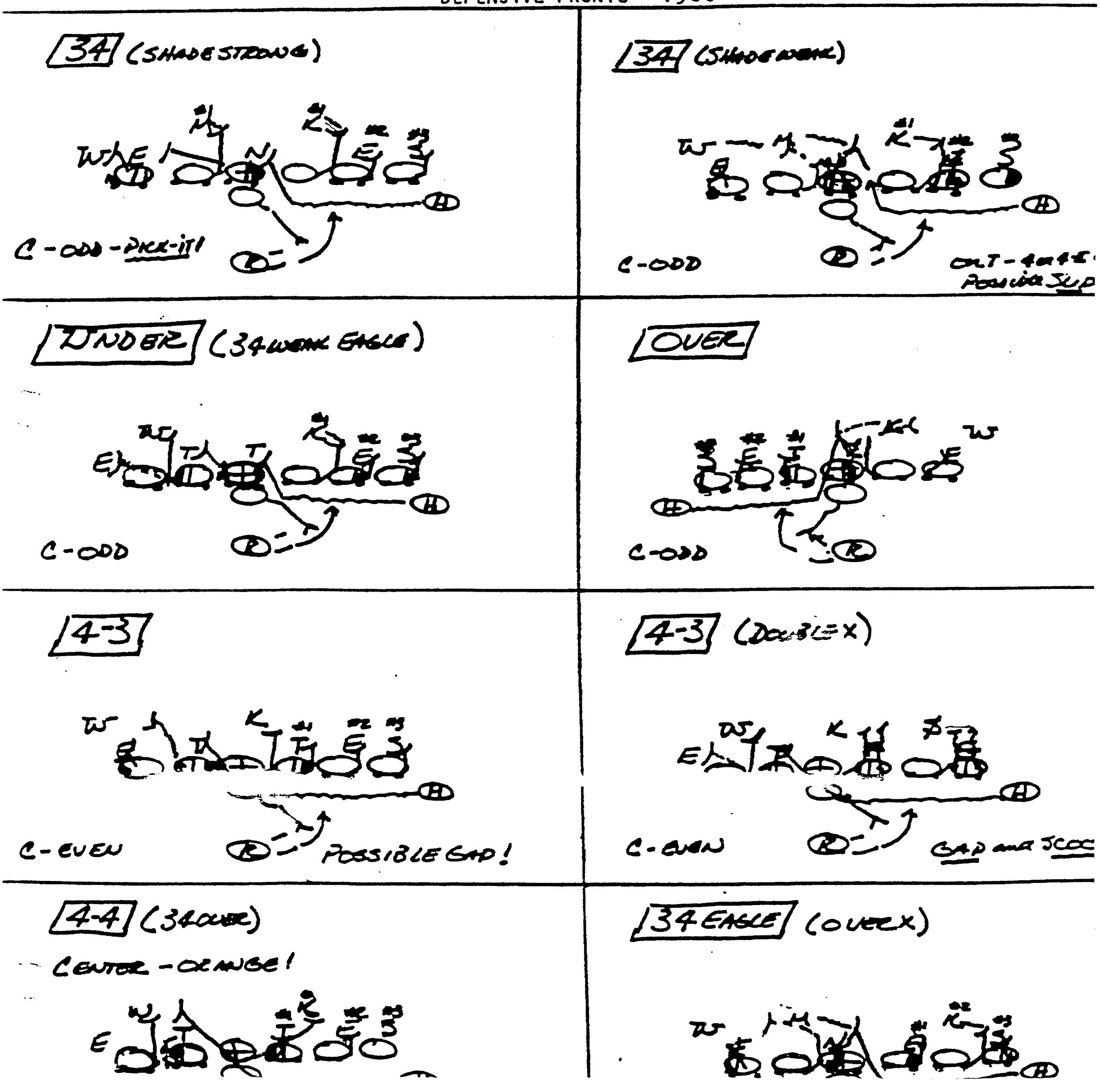
RUNNING GAME

PLAY NO.

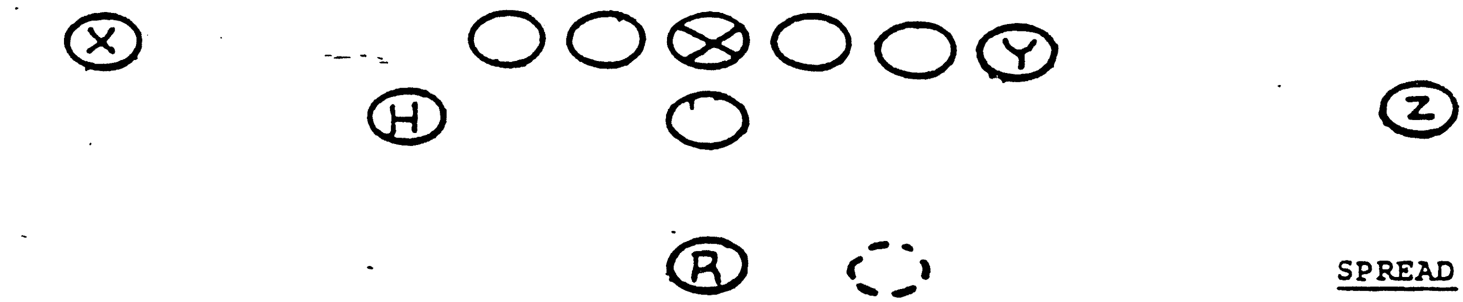
40-50 LEAD NOSE

LEAD NOSE is a change up blocking scheme for 40-50 Gut. Excellent way to separate the defense versus the different over-shifted looks giving our offensive linemen good blocking angles on the offside. Our "H-BACK" will use **BANG MOVEMENT** to lead on the first lineman from Center box to backside

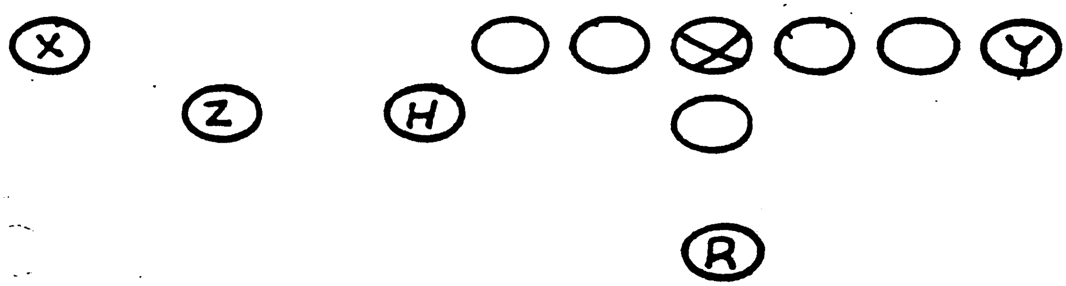
DEFENSIVE FRONTS - 1986



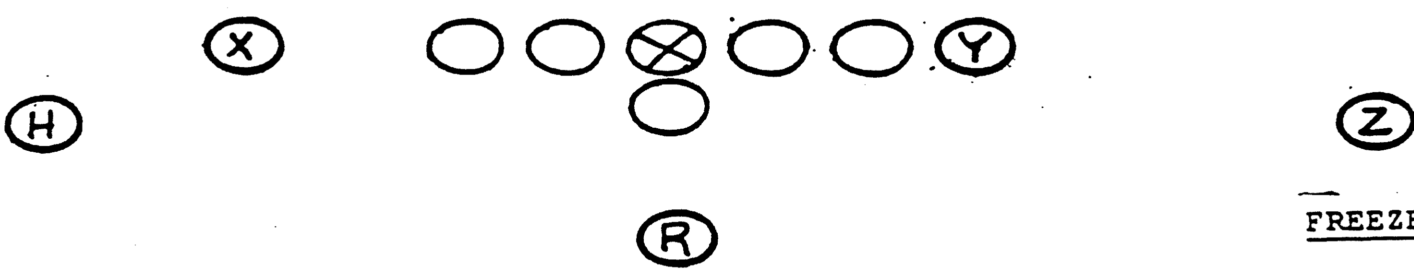
FORMS OF SPREAD



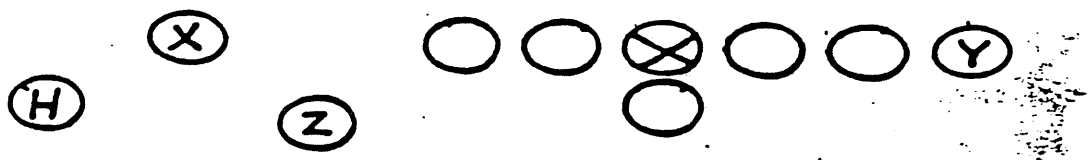
SPREAD



SPREAD SL



FREEZE



"X" **RULE:** 1) Most dangerous man in secondary (MDM);
2) If slot, block corner.
Backside: Block near back

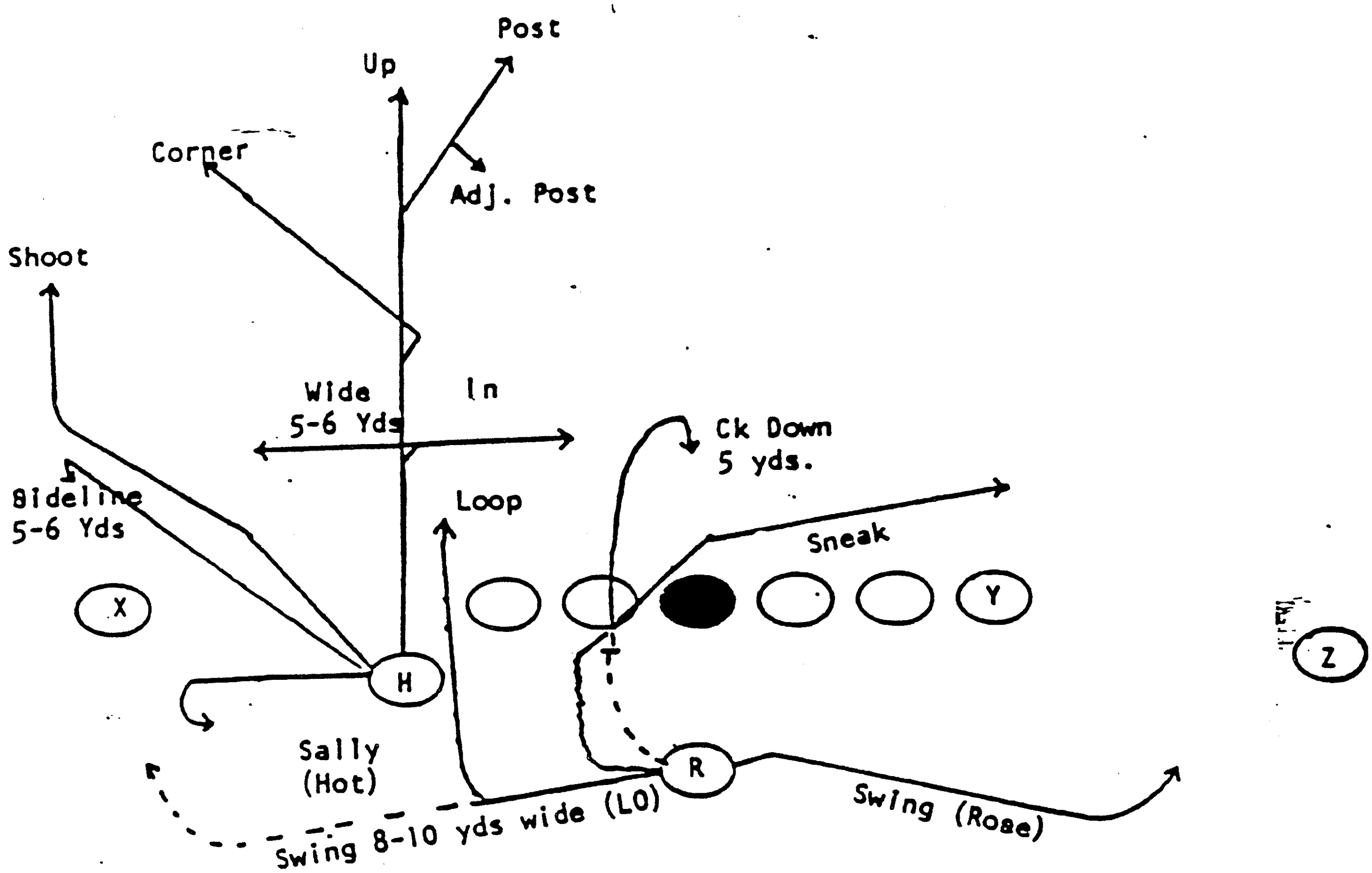
TECHNIQUE: Stalk outside number
Backside - crossfield technique

"Z" **RULE:** If "H" is away block MDM; if "H" is to your side block the corner. Exception: If linebacker over, block MDM; 2) if Slot, MDM
Backside: Near Back.

TECHNIQUE: Stalk outside number
Backside - crossfield technique

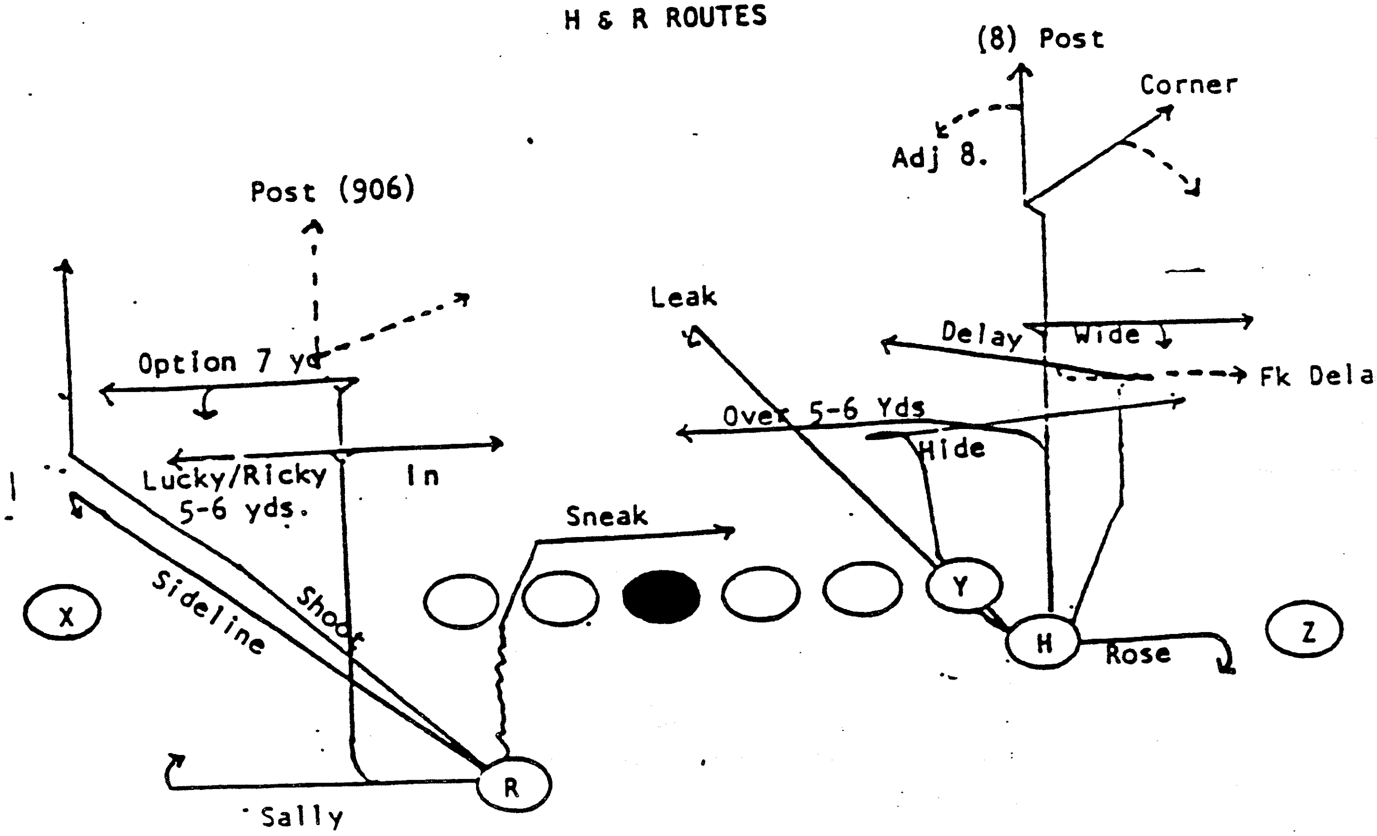
SPREAD FORMATION

H & R ROUTES



TRIPS FORMATION

H & R ROUTES



RUNNING GAME

PLAY:

40-50 GUT

"Y" RULE: Man Block #3

ONSIDE	OFFSIDE
9 TECHNIQUE: Drive block - Block a point between his sternum and outside number. Step with near foot and drive head gear on proper landmark. Work to get square while getting movement off the LOS.	Man Block #3 Cut Off

6 TECHNIQUE: Drive block - step on your little finger - balance step - explode and drive head gear under the chin. Get movement off the LOS.

7 TECHNIQUE: Step with near foot(inside foot) drive head gear under the chin - work to get square while getting movement off the LOS.

6 or 7 CALL: Your call - when covered by 6 or 7 technique and on tackle is covered by LB - scoop blocking scheme - power zone between you and on tackle.

NOTE: If tackle makes man call - block 6 or 7 technique by yourself using good drive technique.

"H" RULE: To Y - Man Block #4

Away from Y - Man Block #3

ONSIDE	OFFSIDE
Same as Y	Same as Y

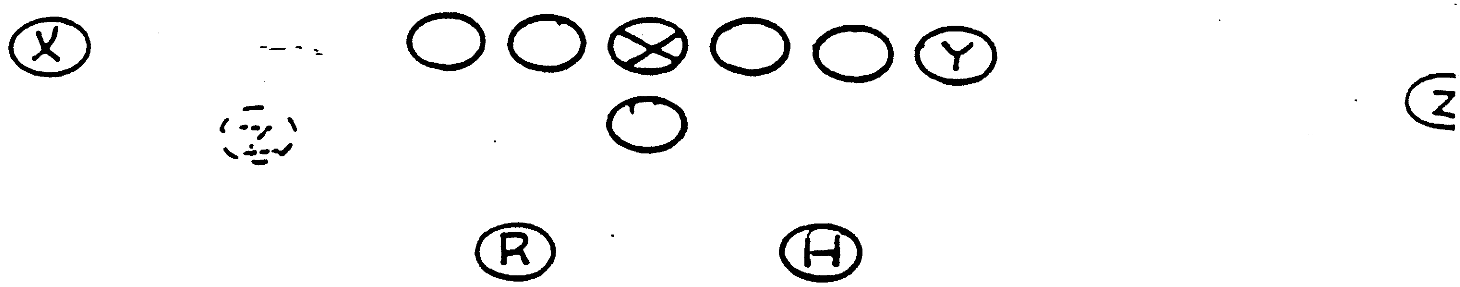
"R" RULE: Ball Carrier

TECHNIQUE: Open step, cross-over, plant; read block of OT.

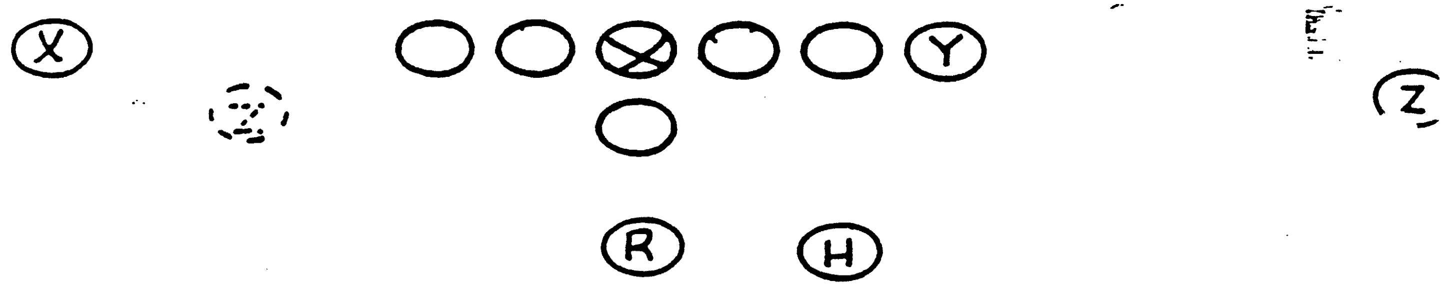
"QB" Deep reverse pivot, get ball to back as deep as possible.

TWO BACK FORMATIONS

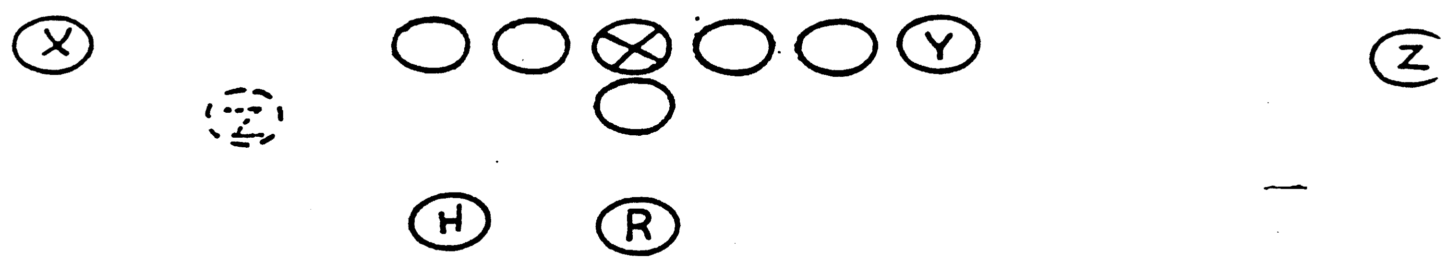
SPLIT RIGHT (SLOT)



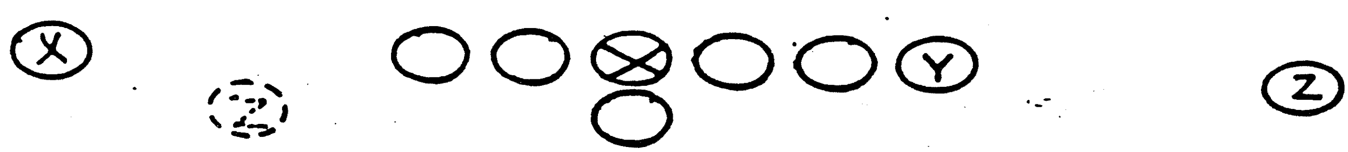
NEAR RIGHT (SLOT)



FAR RIGHT (SLOT)



I RIGHT (SLOT)



OFF T MAN BLOCKING - #2 - (PLAYSIDE GAP TECHNIQUE) - If #2 is a down lineman, read his alignment to cut off using either a scramble or scramble-squeeze technique! If #2 is a linebacker, explode for the hip of the next down lineman playside then upfield to level 2 to block the playside number of linebacker.

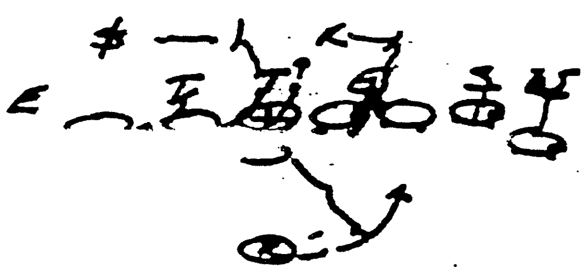
CALLS TO BE ALERT F...:

a) "B CALL" - Full zone backside with offside guard. Step at the hip of the 3 technique to punch and pass to the guard. If he SCANTS towards you - lock-on - and drive him up the field!

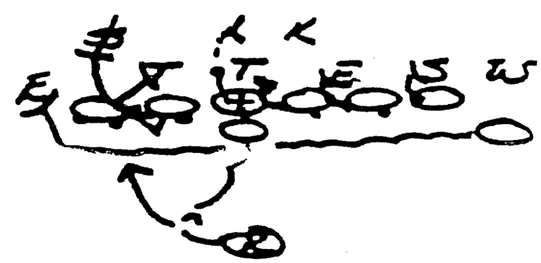
b) B-1 CALL - Cut off the defender aligned on the offside guard - step with near foot - airm for his playside thigh - may wish to chop his legs from under him. The difference between a "B" CALL and a "B-1CALL" is that the guard can't help on a B-1 Call because the linebacker has advantage by alignment.

BASTARD LOOKS - will require special blocking. The KEY is the Center's call of BULLETS! Upon hearing the call of "BULLETS", the onside tackle will determine the blocking scheme to be used by the alignment of the linebacker. If the linebacker is aligned inside towards the CENTER-BOX the tackle will make a DUCE-IT CALL and the guard and tackle will execute this blocking scheme. If the linebacker is aligned over the tackle -- the tackle will make a STEP-IT CALL and block down on the 3 technique with the guard stepping around and up thru the tackle-box to block the linebacker in the numbers!

BULLETS - DUCE -IT CALL



BULLETS - STEP-IT CALL



SCRAMS

606 S/R
66 S/R
3
7
9 CB
906 "R" Post
44 Wide

CHARLIES

585 Over
989 Over
428
872
772
11
"H" 6 & Pump
"H" 7
"H" Flat 8

HI/LO

6 Read
9 "H" Corner Swing
616
212 "H" Flat
668
666
996
717 "H" Flat

ON T - MAN BLOCKING - #2 - (DRIVE TECHNIQUE - Block a point between his sternum and outside number - Create the stretch!) Step with near foot - drive the "nose" of your helmet on proper landmark and work to get square while getting movement off the LOS! If #2 is a LBer - ZONE STEP - Step with playside foot for a point inside the hip of the defender aligned on "Y OR H". Read his charge or reaction.

CALLS TO BE ALERT FOR:

a) ORANGE OR YELLOW - Center is alerting you in your rule interpretation that #2 is always the defender aligned on or outside of you!

b) WILLY - Your call - when defensive end or tackle aligns in 3 gap - inside-out WEDGE BLOCK with onside guard - step with near foot - drive block on near number!

c) 4 or 4-1 CALL - Slip blocking scheme - Slip blocking is a POWER ZONE SCHEME between onside guard and tackle - movement on level 1 defender to level 2!

1) "4 CALL" - HEAD UP - Step with playside foot - Right Tackle - RIGHT FOOT; Left Tackle - LEFT FOOT - Step on little finger to block under Chin. As movement begins find onside linebacker and work to level 2.

2) "4-1 CALL" - INSIDE OR SHOULDER - Step with near foot (inside foot) - drive on near number - as movement begins find onside linebacker and work to level 2.

d) 6 or 7 CALL - This is a call to alert you that the defender aligned on "Y OR H" is in a slant position - Be alert to use SCOOP SCHEME - Which is a POWER ZONE SCHEME between you and tight end. If linebacker is HEAD UP or INSIDE on alignment- be alert to make MAN CALL!

OFF G - MAN BLOCKING - #1 - (PLAYSIDE GAP TECHNIQUE) - If #1 is a LBer - ZONE STEP - Step with playside foot for a point inside nose/tackle's near hip - Read his charge or reaction. If #1 is a down lineman, read his alignment to cut off using either a scramble or scramble-squeeze technique.

CALLS TO BE ALERT FOR:

a) "A CALL" OR NAME CALL - This is a call to alert you to full zone backside - be alert to cut off defender aligned on center.

b) "B CALL" - Your call - If #1 is a down lineman and he is aligned outside eye or shoulder- and tackle is covered by a linebacker. ZONE between you and offside tackle.

c) "B-1 CALL" or NAME CALL - Your call - if #1 is a down lineman and there is a linebacker in the general area - Full Zone Backside - Dip your backside shoulder and hip and explode to level 2 to block backsider LBer.

NOTES ON MOVEMENT

1. Pre-Formation Movement:

   a. Shift
   b. Stem
   c. Hop
   d. Move

2. Movement by the backs or unit reciver will be made after lining up in the formation called.

   List of Movements for Backs and Unit Receivers:

   1. Jet
   2. Long Jet
   3. Jet Out
   4. Motion
   5. Long Motion
   6. Motion Out
   7. Whiz
   8. Long Whiz
   9. Bang
   10. Dart
   11. Spear
   12. Hip
   13. Lex
   14. Rex (Long)

3. Movement by the Wide Receivers and the Tight End will be m[illegible] so their movement will put us in the formation called. (NOTE: Receivers and Y must line up opposite the call, before going in motion, if your movement takes you across the formation).

   List of Movements for X, Y and Z:

Across Formation	Movements That Do Not Cross Forma
Zoom - Z	Zip - Z
Zing - Z	Fly Out - Y
Buz - Z	Jump - Y
Fly - Y (Long)	Exit - X
X Motion - X	

4. With the use of the word fake, you can fake movement and end up aligned in original position.

OFF T MAN BLOCKING - #2 (PLAYSIDE GAP TECHNIQUE).Same as 60-70 Outside!

CALLS TO BE ALERT FOR:

a) "B CALL" - Zone th [illegible] guard! Same as 60-70 Outside!

b) "B-I CALL" - Cutoff the defender aligned on the guard! Same as 60-70 Outside!

SPECIAL PASSES

PP 60/~~70~~ Outside
Flash/Lightning
Boot 544

RUNNING GAME

PLAY NO.

40-50 GUT

RULES - TECHNIQUES - COACHING POINTS:

: Maximum splits (2-3-3 [illegible] by [illegible] line) to initially stretch the defense. If having difficulty executing the POWER ZONE BLOCKING SCHEME will then look at closing splits by tackles and Y.

C - MAN BLOCKING - Over - (PLAY SIDE GAP TECHNIQUE) - If covered by a down lineman - Read his alignment. If nose/tackle is head up on alignment - step with playside foot - drive block player's number to armpit - work level 1 to level 2 for backside linebacker! If nose/tackle shaded strong (playside) - dip under his pads - drive on playside thigh and work to square shoulders to LOS after contact and movement begin!

CALLS TO BE ALERT FOR:

a) ORANGE OR YELLOW - Your call - If uncovered - make color call to alert offensive line which side "0" is for counting and rule interpretation - ORANGE - TO RIGHT; YELLOW - TO LEFT!

b) GAP - Zone with onside guard - short lead step - cross over - plant - drive under his pads for playside thigh - work to square shoulders to LOS!.

c) "A CALL" or NAME CALL - Your call - alert backside guard to full zone - cut off the nose/tackle.

ON G - MAN BLOCKING - #1 - (DRIVE TECHNIQUE - OUTSIDE NUMBER) If #1 is a LBer - ZONE STEP - Step with playside foot for a point inside defensive end's near hip - Read his charge or reaction!

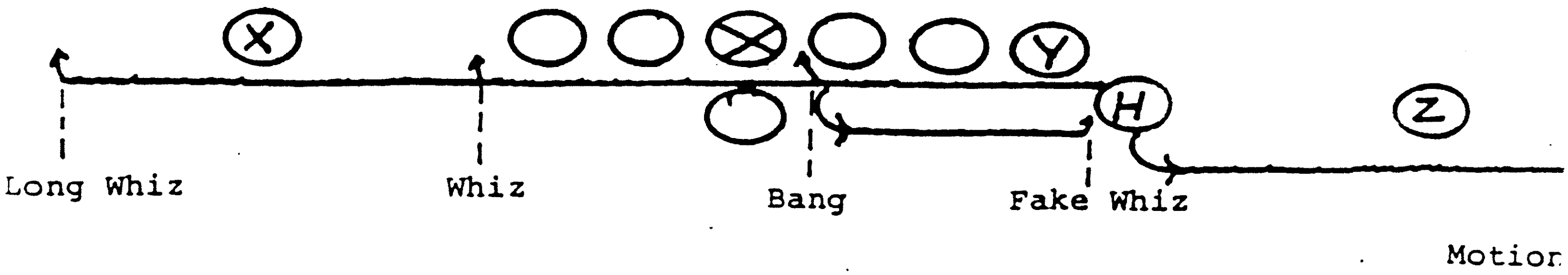
CALLS TO BE ALERT FOR:

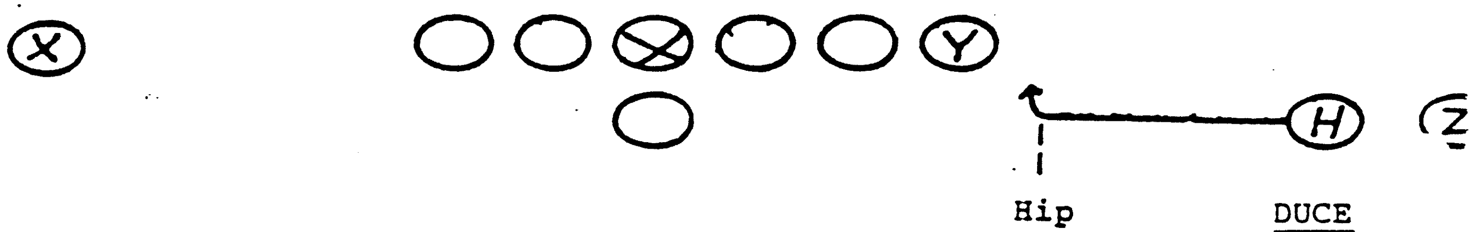
a) GAP - Your call - If covered by a down lineman aligned inside eye or shoulder - Zone with Center - Step with inside or near foot as if to block his near number - work level 1 ~~to~~ level 2 for middle to onside linebacker!

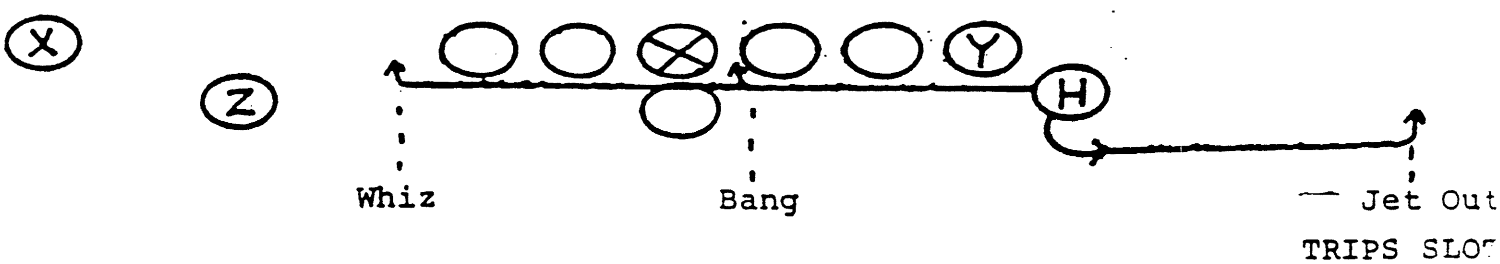
b) WILLY - Inside-out WEDGE BLOCK with onside tackle on defender aligned in 3 gap - Step with near foot - drive block on near number!

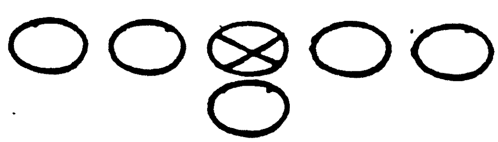
c) 4 or 4-I CALL - This is a call to alert you that defensive end is in a SLANT POSITION - Be alert to use SLIP SCHEME - which is a POWER ZONE SCHEME between you and onside tackle.

"H" MOVEMENT FROM TRIPS

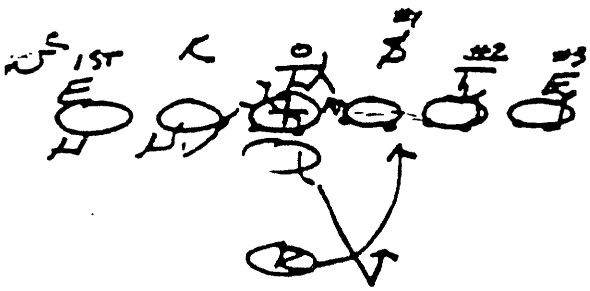




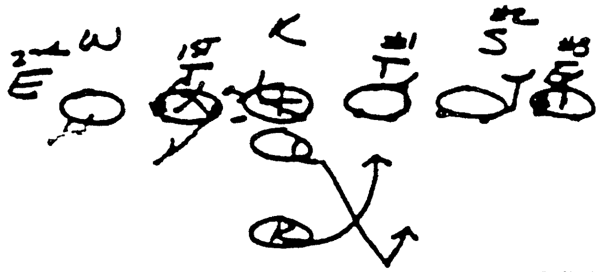




K-C



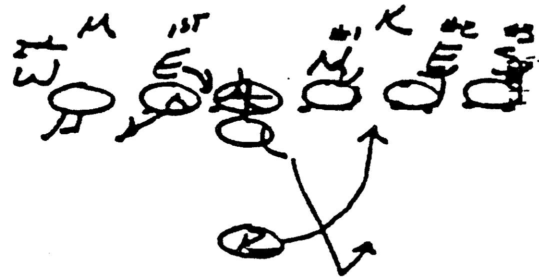
4-3 DOUBLE X



34 WEAK EAGLE



34 OVER



34 EAGLE - NOSE WEAK

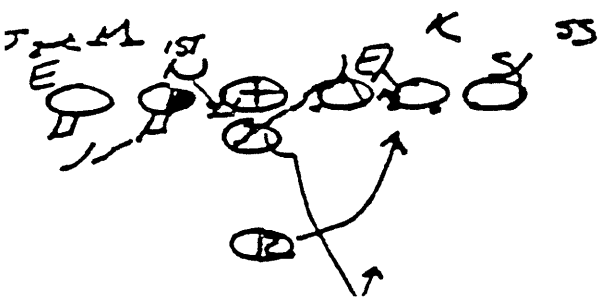


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(HI-LO PASSING-SINGLE DIGIT)

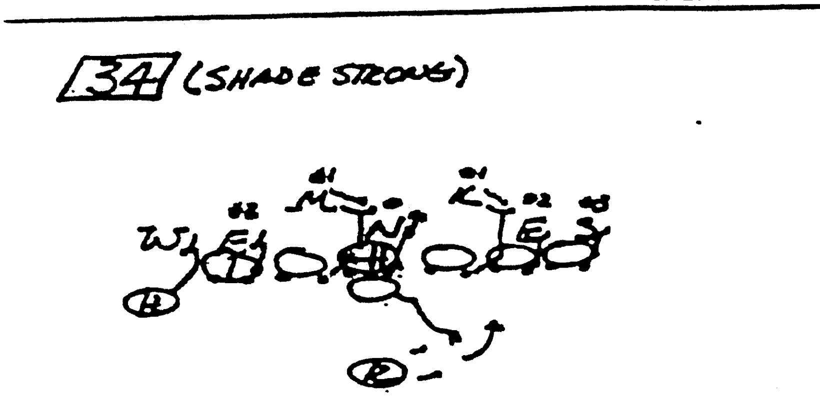
RUNNING GAME

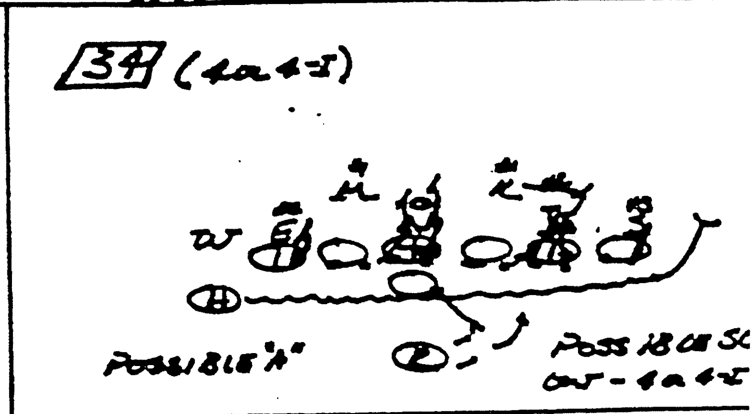
PLAY NO.

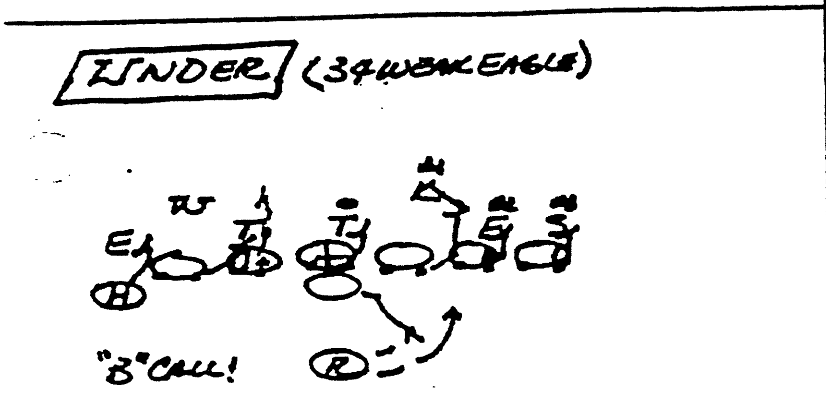
40-50 GUT

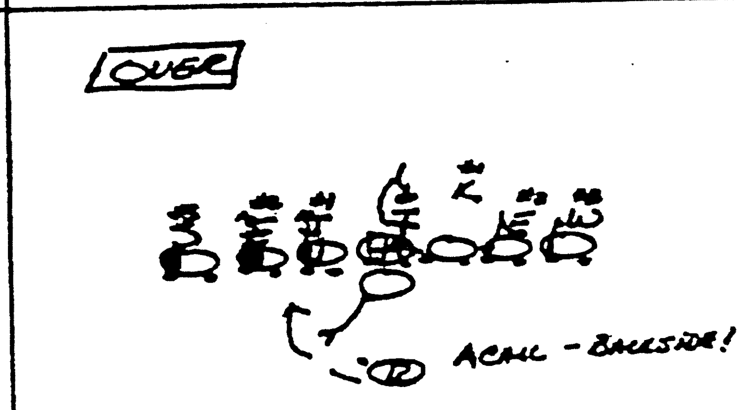
This is our called Dive that will be considered one of the BREAD AND BUTTER plays in our running game attack. For this play to be successful, it is important that we get movement off the LOS by our offensive line so that our dive back can find the creases and run to DAYLIGHT!

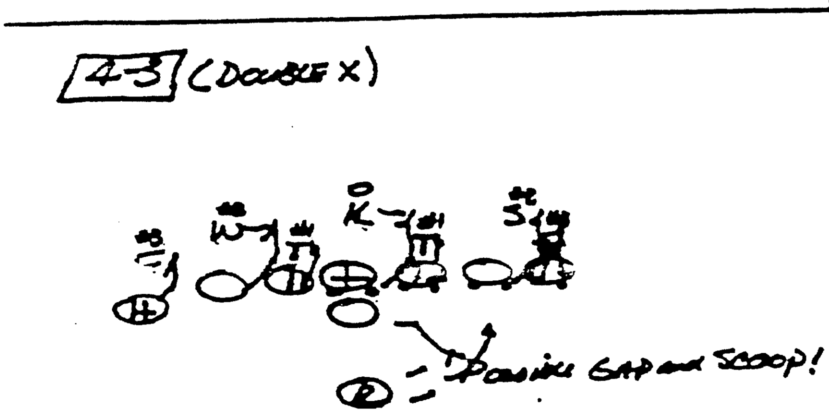
DEFENSIVE FRONTS - 1986

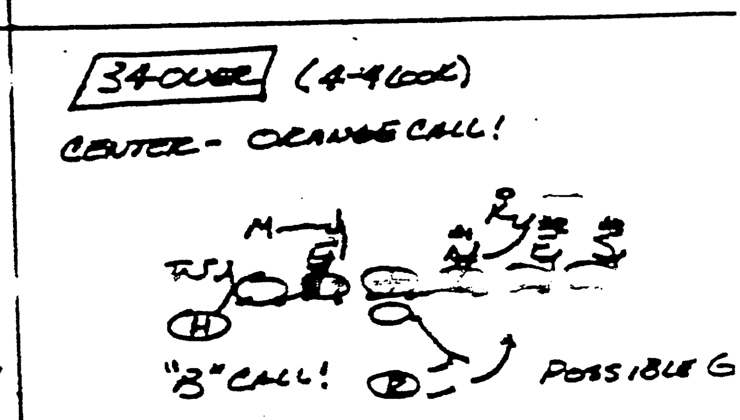


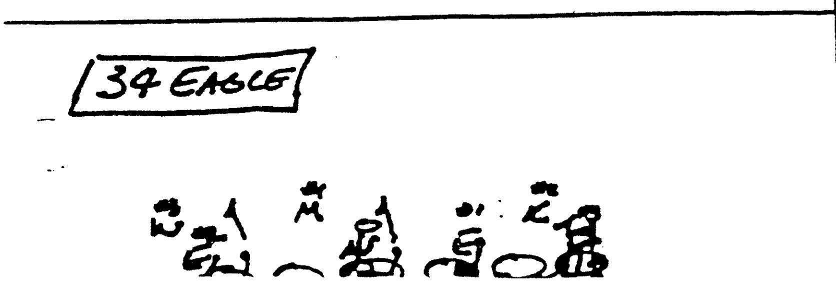


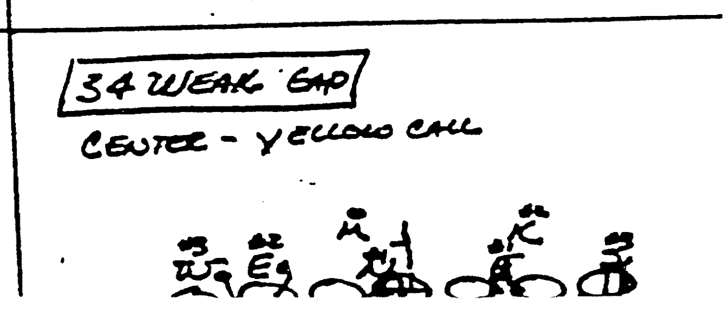












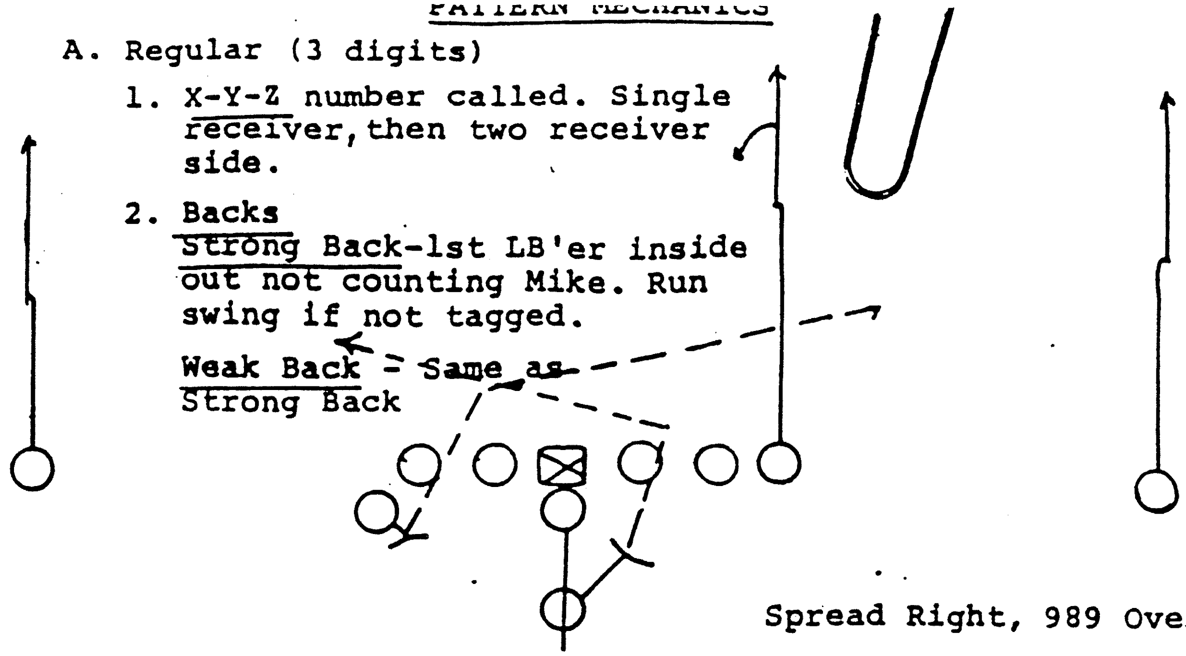
PATTERN MECHANICS

A. Regular (3 digits)

1. X-Y-Z number called. Single receiver, then two receiver side.

2. Backs
   Strong Back-1st LB'er inside out not counting Mike. Run swing if not tagged.

   Weak Back = Same as Strong Back



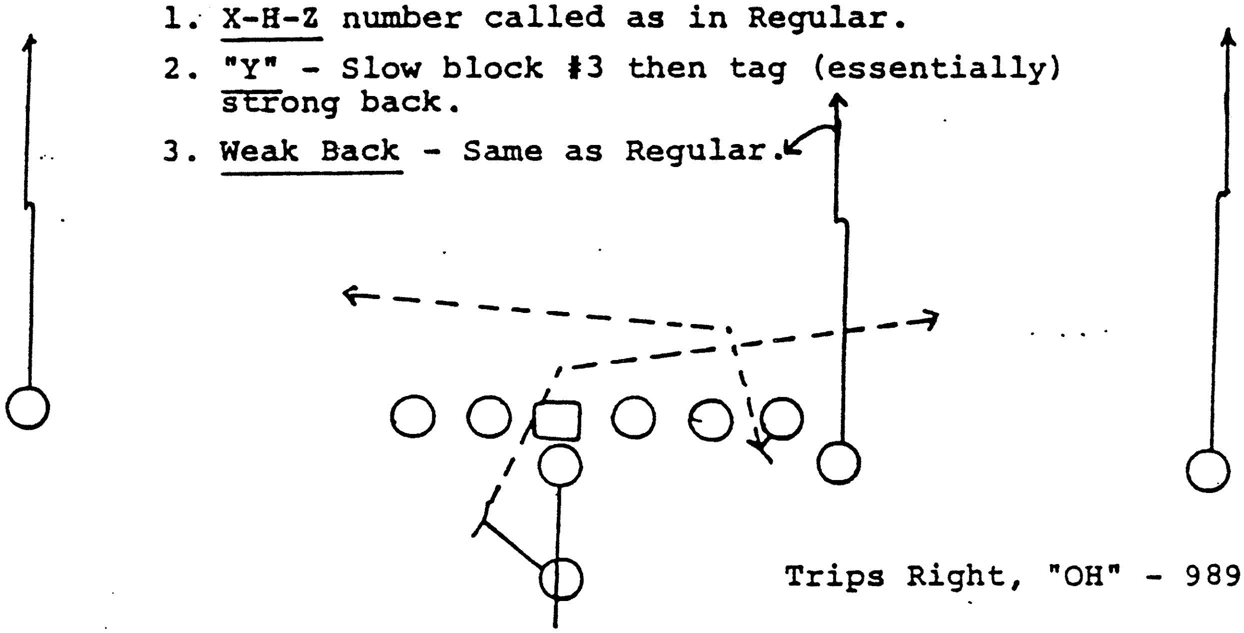
Spread Right, 989 Over

B. OH's (3 digits)

1. X-H-Z number called as in Regular.

2. "Y" - Slow block #3 then tag (essentially) strong back.

3. Weak Back - Same as Regular.



Trips Right, "OH" - 989 Over

C. Hi/Lo Single Digit

1. X = number called

2. Z = Flat 8

3. Y = Slow block #3 then hash.

4. Backs

   Weak Back - free release run tag.

   Strong Back - work weak 1st LB'er inside out not counting Mike. Check loop unless tagg

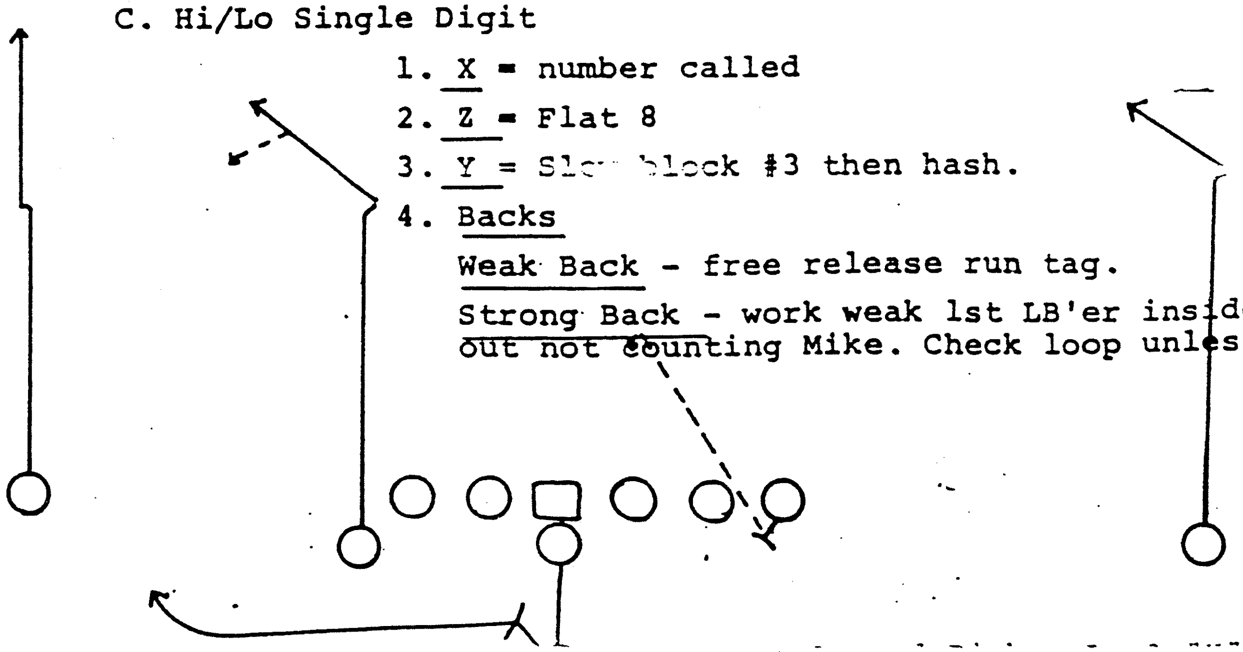


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(40-50 HOLE PLAYS)

PASSING GAME

PROTECTION:

HI-LO PROTECTION (Single Digit)

RULES - TECHNIQUES - COACHING POINTS:

NOTE: The onside in this protection is the FORMATION CALL SIDE - Example: FREEZE RIGHT - LO 6 READ - RIGHT SIDE is ONSIDE! FREEZE LEFT - HI 9 "H" CORNER - LEFT SIDE is ONSIDE! If the term RIP or LIZ is added prior to the pattern called - the uncovered lineman to the RIP (right) or LIZ (left) side has a dual read.

C MAN BLOCKING - "0" - (DROP BACK PROTECTION TECHNIQUE). Same as OH'S PROTECTION!

CALLS TO BE ALERT FOR:

a) ODD or EVEN CALL - Your call - to determine the alignment of the defensive front! Same as OH'S PROTECTION!

b) ORANGE or YELLOW CALL - Your call - when uncovered - call to determine which side you are counting "0". ORANGE - to the right; YELLOW - to the left! Versus - 3 DOWN LINEMEN - make color call to the side the nose/tackle aligns. Versus - 4 DOWN LINEMEN - make color call to the side that "Mike" aligns. If the "MIKE" has been substituted for such as in 3rd down looks (NICKEL; DIME; or QUARTER LOOKS) make the call to the PROTECTION CALL SIDE which is the formation call in HI-LO PROTECTION!

c) SWAP CALL - Set to block the defender aligned on the onside guard - AREA BLOCKING! Same as OH'S PROTECTION!

d) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING! ROCK-IT - slide right; LOAD-IT - slide left! Same as on "OH'S" PROTECTION!

ON G MAN BLOCKING - #1 - (DROP BACK PROTECTION TECHNIQUE). Same as "OH'S" PROTECTION!

CALLS TO BE ALERT FOR:

a) EVEN CALL - Set inside to block #1 - unless he is aligned in a loose 3 technique. Same as "OH'S" PROTECTION!

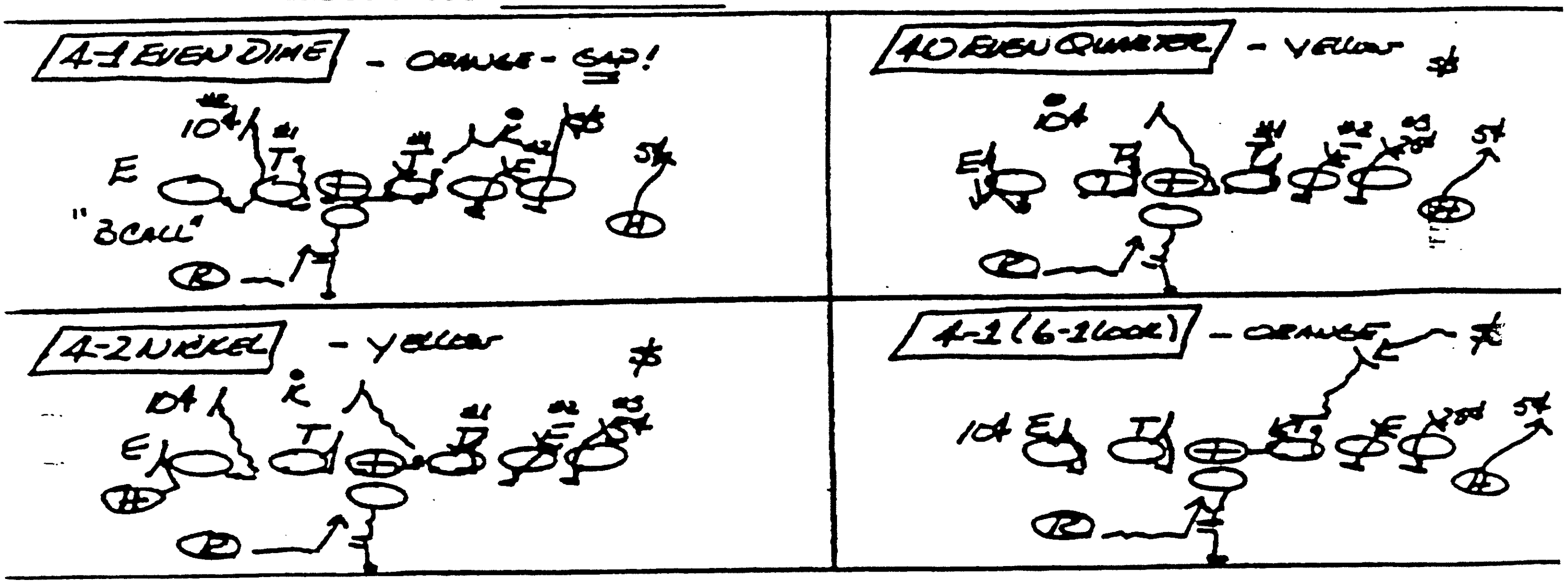
b) SWAP CALL - Your call - in conjunction with an ORANGE or YELLOW call by center - AREA BLOCKING with center! Same as "OH'S" PROTECTION!

<u>SPECIAL SITUATIONS - 3rd MEDIUM TO LONG</u>

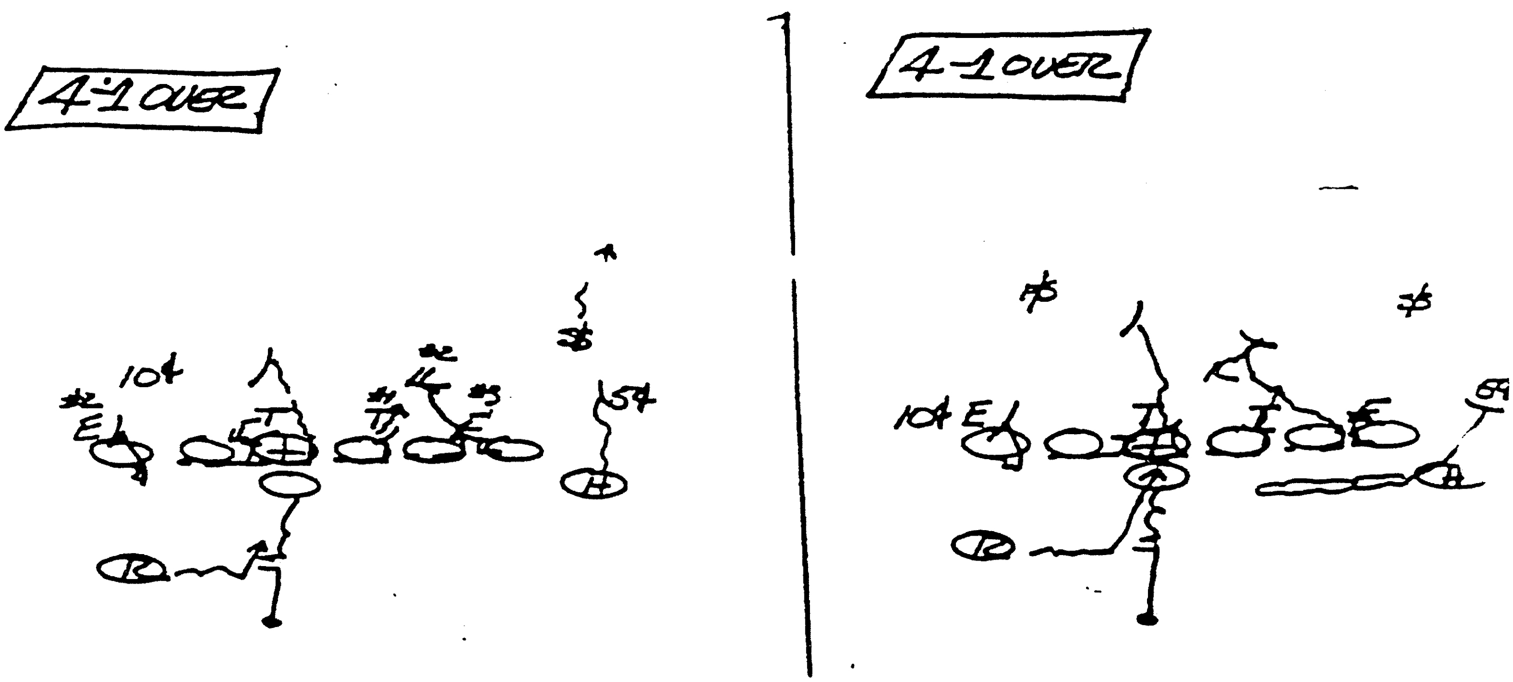
(20-30 PAINT) - (QB 20-30 PAINT)

The <u>DRAW</u> is an excellent change up in this situation as most defensive teams use a BALLS-OUT-RUSH! If this play is executed properly it will not only gain consistent yar[illegible] [illegible]ould also cut down th[illegible] [illegible]sh from the defensive line [illegible] [illegible]an be executed [illegible] from a RACE HORSE POSITION [illegible] and tackles. Since we use MAN BLOCKING rules -- listen for the CENTER'S CALL to determine who you block!

a) EVEN LOOKS - 4 DOWN PERSONNEL -(NICKEL; DIME; QUARTER) - Listen for <u>COLOR CALL!</u>

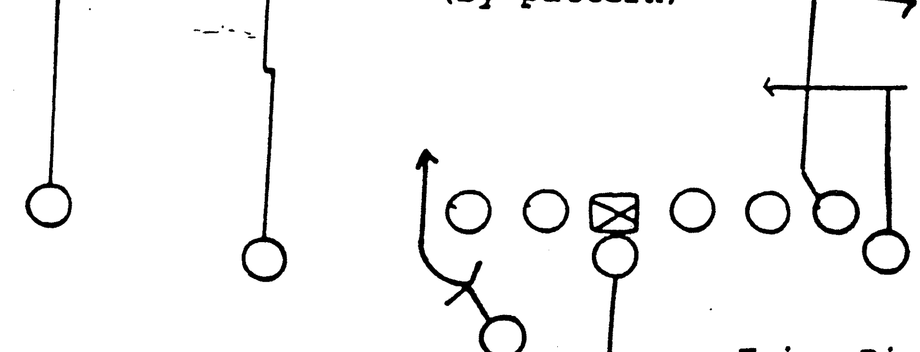


b) OVERLOOKS - 4 DOWN PERSONNEL -(NICKEL; DIME; QUARTER)



G. Single Digit Scat (run to "Y"'s side)

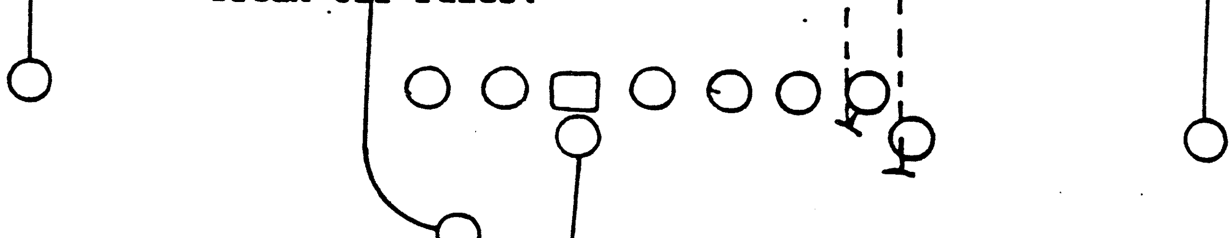
1. Y = runs number
2. Back Side - receivers run 99
3. Strong Back - free release run tag.
4. Weak Back - same as Regular, route memorizes (by pattern)



Trips Right Slot, Scat Right 3"H"

H. Scram Single Digit

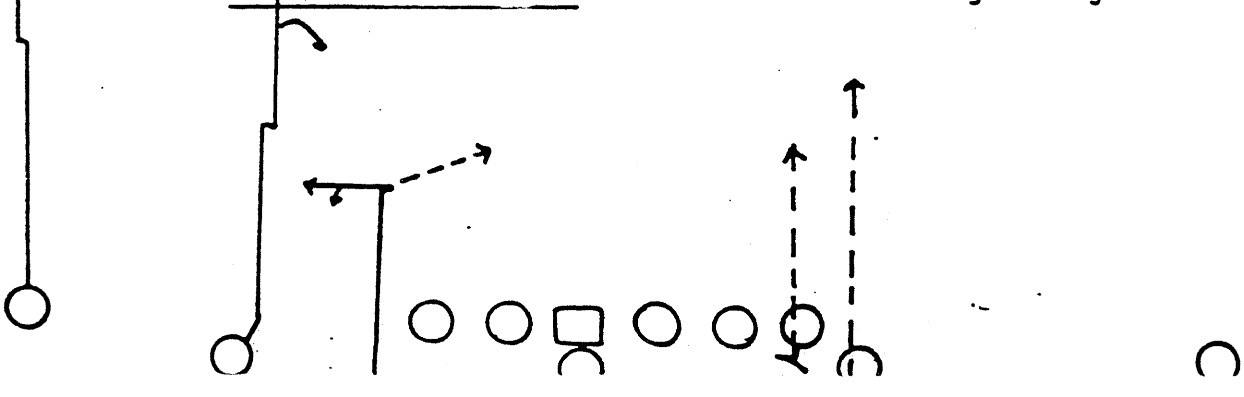
1. "X" - runs number
2. "Z" - runs 9 route automatic
3. "Y" - scram protect
4. Strong Back - responsible for S/S to block or adjust.
   Note: "Z" in duce switch with "H".
5. Weak Back - free release, observe break-off rules.



Trips Right, Scram Left 6

I. Scrams Double Digit

1. Digits refer to slot receivers inside out.
2. Weak Back - free release, observe back-off rules.
3. Y & Strong Back - same as Scram Single Digit.



RUNNING GAME

PLAY:

20-30 PAINT

"Y" RULE: Man Block #3

ONSIDE

Short set inside(towards the ball) getting your butt into the hole. As the defender starts to rush- explode through his inside number.

6 or 7 Call - Your call - if covered by down lineman and LB over your tackle - scoop blocking scheme - power zone between you and onside tackle.

OFFSIDE

Short set inside (toward the ball). As the defen starts to rush, explode through his inside numbe

No scoop call to offside Must cut off #3 - can't allow penetration.

"H" RULE: To Y Man Block #4
Away From Y Man Block #3

ONSIDE	ONSIDE TO Y	OFFSIDE
Same as Y	Arc Release and Block #4	Same as Y

"R" RULE: Ball Carrier

TECHNIQUE: Open step and gather toward playside: Key firs down lineman (defensive) from the center box to the playsid

"QB" Drop back hank ball to "R" on side of call!

"X" RULE: Most dangerous out of secondary (MDM)

TECHNIQUE: Stalk

"Z" RULE: Most dangerous out of secondary (MDM)

TECHNIQUE: Stalk

CALLS TO BE ALERT FOR:

a) FAN CALL - Your call - if covered by a down lineman and rush-end aligned outside (K-C LOOK) - make FAN CALL - set accordingly to block the wide-rush end!

"Y" MAN BLOCKING - #3 - (DROP BACK PROTECTION TECHNIQUE) - If on-tackle is covered [illegible] lineman then zone # and #3 with the on-tackle.

NOTE: COLOR CALL your side (Orange or Yellow) disregard the first man off the LOS because he is "0".

"R-BACK" This is a man protection scheme and "R" is responsible for the first "Blitzer" from inside-out, not counting the "Mike" linebacker. If your man does not rush the passer, scan from inside-out for any free (unblocked) opponent and block them. After checking your primary and secondary protection responsibilities, proceed with your pass pattern (if called) responsibility. Example: Vs. a normal 4-3 front: "R" is responsible for the weakside linebacker. Vs. a normal 3-4 front, "R" is responsible for the weakside linebacker. NOTE: We designate both inside linebackers in a 3-4 front as "Mike".

a) OVERLOAD - If your protection responsibility vacates his position and goes over to the strongside of the formation, you must go across and block the first blitzer outside of the offensive tackle. If your responsibility vacates his position and takes up a coverage position in the secondary, you are free to proceed with your pass pattern.

b) ROCK-IT/LOAD-IT - A call made by the center alerting the back to take the first blitzer from the "guard area" to the outside.

c) ROBERT/LARRY - When coordinated with an Orange or Yellow (Orange = Robert and Yellow = Larry), the "R" will block the "second" blitzer from inside-out.

If the center's orange or yellow call isn't coordinated with the huddle call (Robert/Larry), "R" will be responsible for his normal protection rules.

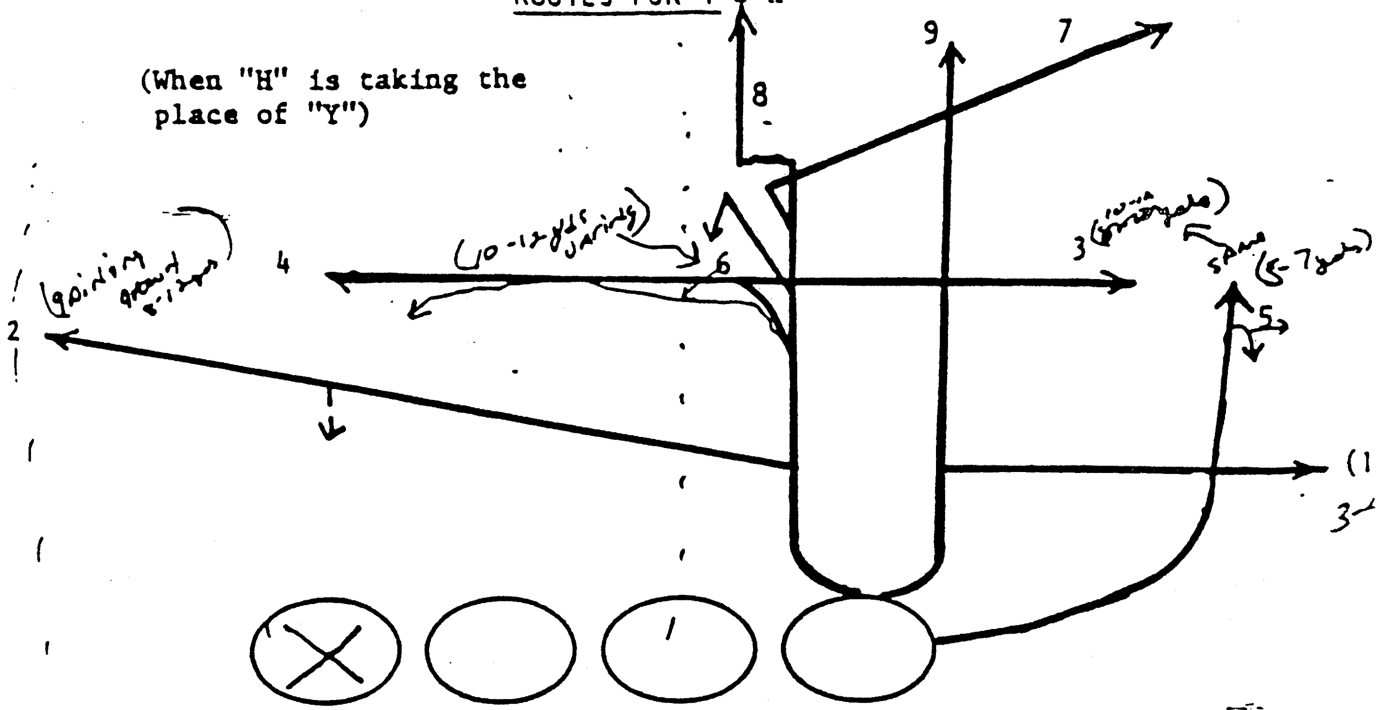
d) FAN CALL - Call made by offensive tackle alerting the adjacent guard and "R" back that he and the guard will be area blocking to their outside. The "R" back will then be responsible for the linebacker over the guard area.

CALLS TO BE ALERT FOR:

a) "B CALL" or "B-1 CALL" - This is a call to alert you to full zone with the off-guard. "B-1 CALL" - linebacker has advantage by alignment - cutoff the defender aligned on the offside guard - may wish to chop his legs from under him.

ROUTES FOR Y & H

(When "H" is taking the place of "Y")



NOTES

Lucky, wides, Rose, Sallys, Delays & Hides.

ON T - MAN BLOCKING - #2 (HIGH PRESSURE CONTROL TECHNIQUE). If covered by a down lineman - Read his alignment. If 5 TECHNIQUE (outside eye or shoulder) - SHOW PASS by setting slightly inside as defender starts to rush - Explode up thru his inside number - CAN AREA with tight end or "H-BACK". If defender aligns in a 4 or 4-I ALIGNMENT - use a LATERAL SET with inside foot. If defender locks-on or works outside - use HIGH PRESSURE CONTROL - If he rushes inside - PUNCH and PASS him t[illegible] guard [illegible]k to level 2 for linebacker. If #2 is a linebacker - use a LATERAL SET towards the defensive end - Read the defender's charge.

CALLS TO BE ALERT FOR:

a) ORANGE or YELLOW - Center is alerting you in your rule interpretation that #2 is always the defender aligned on or outside you.

b) 4 or 4-I CALL - Slip Blocking Scheme - Slip blocking is a POWER ZONE SCHEME between onside guard and tackle - Movement on level 1 defender to level 2. Use a LATERAL SET with inside foot.

c) 6 or 7 CALL - This is a call to alert you that the defender aligned on "Y" or "H" is in a slant position - Be alert to use SCOOP SCHEME - POWER ZONE SCHEME between you and tight end. Use a LATERAL SET towards defensive end - read the tight end's block to the linebacker.

OFF G - MAN BLOCKING - #1 - (HIGH PRESSURE CONTROL TECHNIQUE) If #1 is a down lineman - set slightly inside - getting your "butt" into the hole - as defender starts to rush - Explode up thru his inside number. If #1 is a linebacker - use a LATERAL SET towards the nose/tackle - read his charge or reaction.

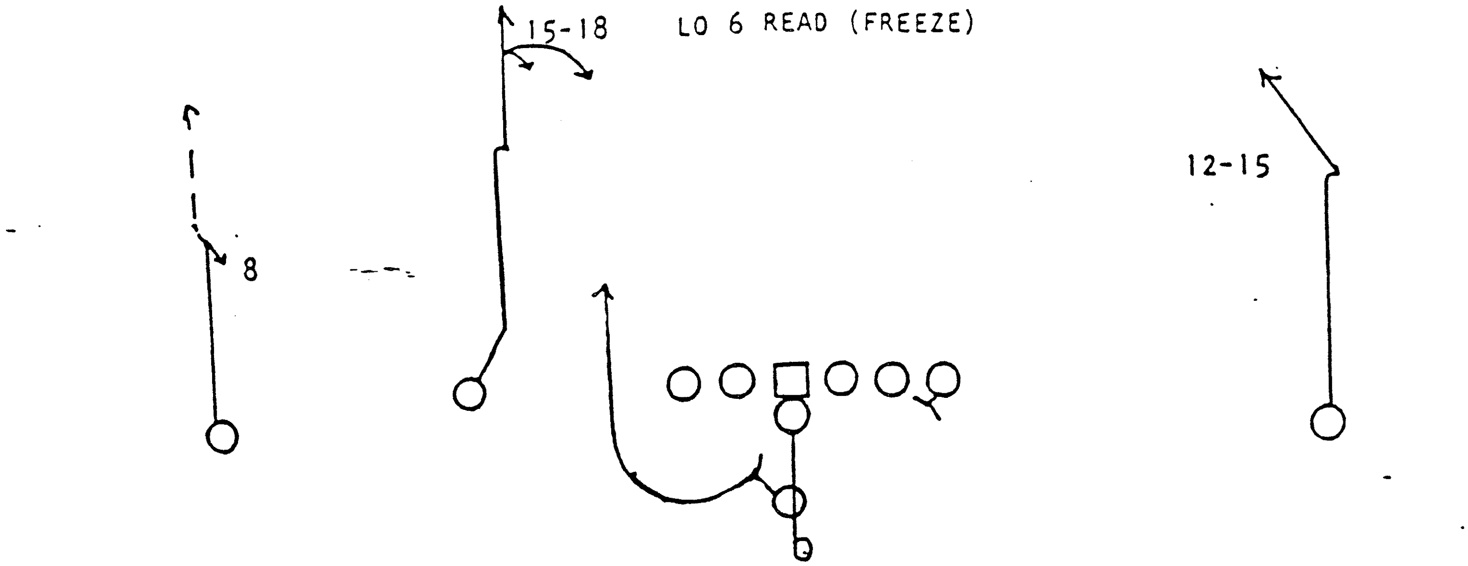
CALLS TO BE ALERT FOR:

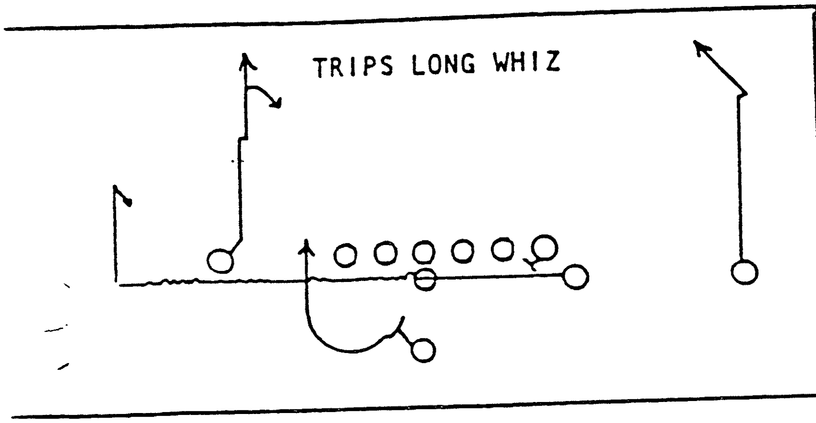
a) "A CALL" or NAME CALL - This is a call to alert you to full zone with the center.

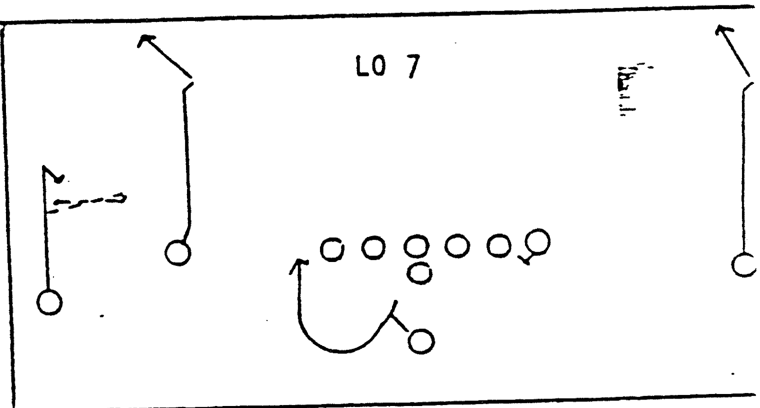
b) "B CALL" - Your call - If #1 is a down lineman and he is aligned outside eye or shoulder -and tackle is covered by a linebacker ZONE between you and offside tackle.

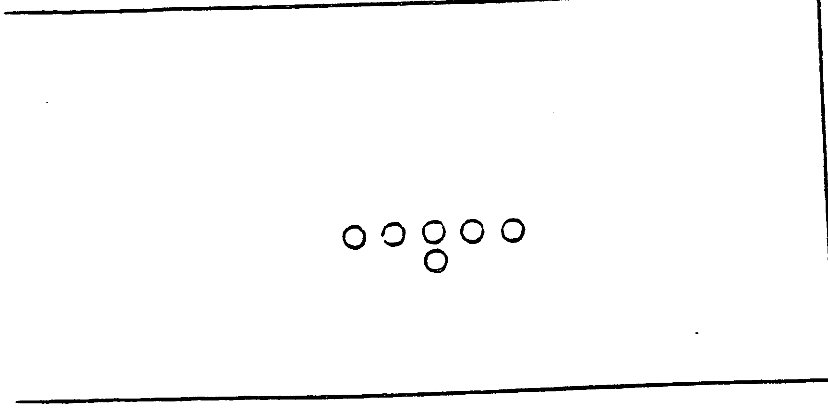
c) "B-1 CALL" or NAME CALL - Your call - if #1 is a down lineman and there is a linebacker [illegible] the general area - FULL ZONE BACKSIDE.

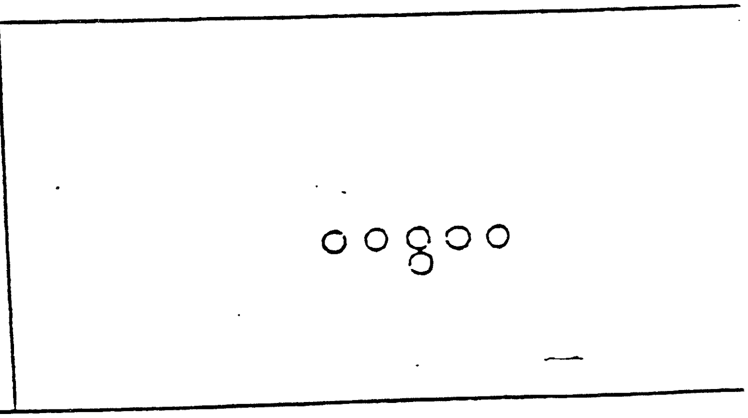
OFF T - MAN BLOCKING - #2 - (HIGH PRESSURE CONTROL TECHNIQUE). If #2 is a down lineman - set slightly inside - getting your "butt" into the hole - as defender starts to rush - Explode up thru his inside number. If #2 is a linebacker - use a LATERAL SET towards the defender aligned on the offside guard - Read his charge or reaction.











KEY COACHING POINTS

QB = Read weakside MOF open work deep short inside/out; MOF closed deep/short outside/in. Z by game plan or S/S blitz. Can throw away from rotation.

S.B.(R) = 1st LB'er inside out not counting Mike, Loop

W.B.(H) = 8 yard Hitch (Fade vs. Press)

Y = Block assignment, LO Single Digit; Sam

PROTECTION

HI/LO Single Digit

FORMATIONS

Freeze
Trips Long Whiz
Freeze Fly
Spread Motion Out

RUNNING GAME

PLAY NO.

20-30 PAINT

RULES - TECHNIQUES - COACHING POINTS

C - MAN BLOCKING - [illegible] SURE CONTROL TECHNIQUE). [illegible] covered by a dow[illegible] his alignment. If head u[illegible] shaded playside - use a LATERAL SET (Short flat lateral step with playside foot) - Drive block defenders playside number - work level 1 to level 2. If nose/tackle shaded weak - step with backside foot - drive on playside number to armpit - work level 1 to level 2. If covered by a linebacker - use lateral set towards playside and SHOW PASS on or near LOS - read onside guard's block to the linebacker.

CALLS TO BE ALERT FOR:

a) ORANGE OR YELLOW - Your call - if uncovered - make color call to alert offensive line which side "0" is for counting and rule interpretation - ORANGE - TO RIGHT; YELLOW - TO LEFT.

b) GAP - Zone with onside guard - LATERAL SET with playside foot - Read the defender's charge - rushing towards you - DRIVE under chin - HIGH PRESSURE CONTROL. If locked-on to the guard or working outside - Explode to 2nd level and block linebacker in numbers.

c) "A CALL" or NAME CALL - Your call - alert backside guard to full zone - Step with near foot - work level 1 to level 2.

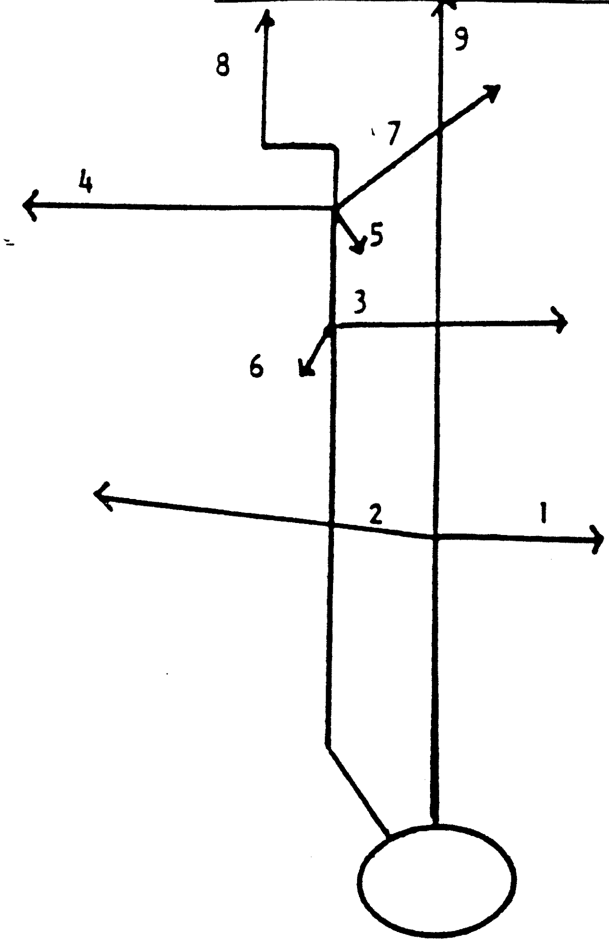
ON G - MAN BLOCKING - #1 - (HIGH PRESSURE CONTROL TECHNIQUE) If #1 is a LBer - use a LATERAL SET (Short flat lateral step with playside foot) towards the defensive end - Read the defender's charge. If #1 is a down lineman - Read his alignment. If 2 or 3 TECHNIQUE (Head up or outside eye or shoulder) - Use a LATERAL SET - Explode - Make the defender take a side. If defender locks-on or works outside - use HIGH PRESSURE CONTROL - if he rushes inside - PUNCH - and PASS him to the center - work to level 2 for linebacker.

CALLS TO BE ALERT FOR:

a) GAP - Your call - If covered by a down lineman aligned inside eye [illegible]houlder - Zone with the ce[illegible] with near foot - PUNCH and PASS defender to center - work level 1 to level 2 for middle to onside linebacker.

b) 4 or 4-I CALL - This is a call to alert you that the defensive end is in a SLANT POSITION - Be alert to use SLIP SCHEME - POWER ZONE between you and onside tackle. Use a LATERAL SET - Explode - block defender under chin or work to 2nd level for linebacker.

ROUTES FOR INSIDE RECEIVERS



NOTES

RUNNING GAME

PLAY NO.

20-30 PAINT

This is our DRAW to our "R-BACK" that we will run from multiple formations. In order for this play to be successful, there are certain musts: [illegible] LINE SPLITS; B) TIME THE BLOCK ON THE DEFENDER - 1001 - EXP[illegible]DE; C[illegible]E - GAP - SLIP - SCOOP as well as A - B - C; D) BACK OPTION RUN off the 1st down lineman from center box playside.

DEFENSIVE FRONTS - 1986

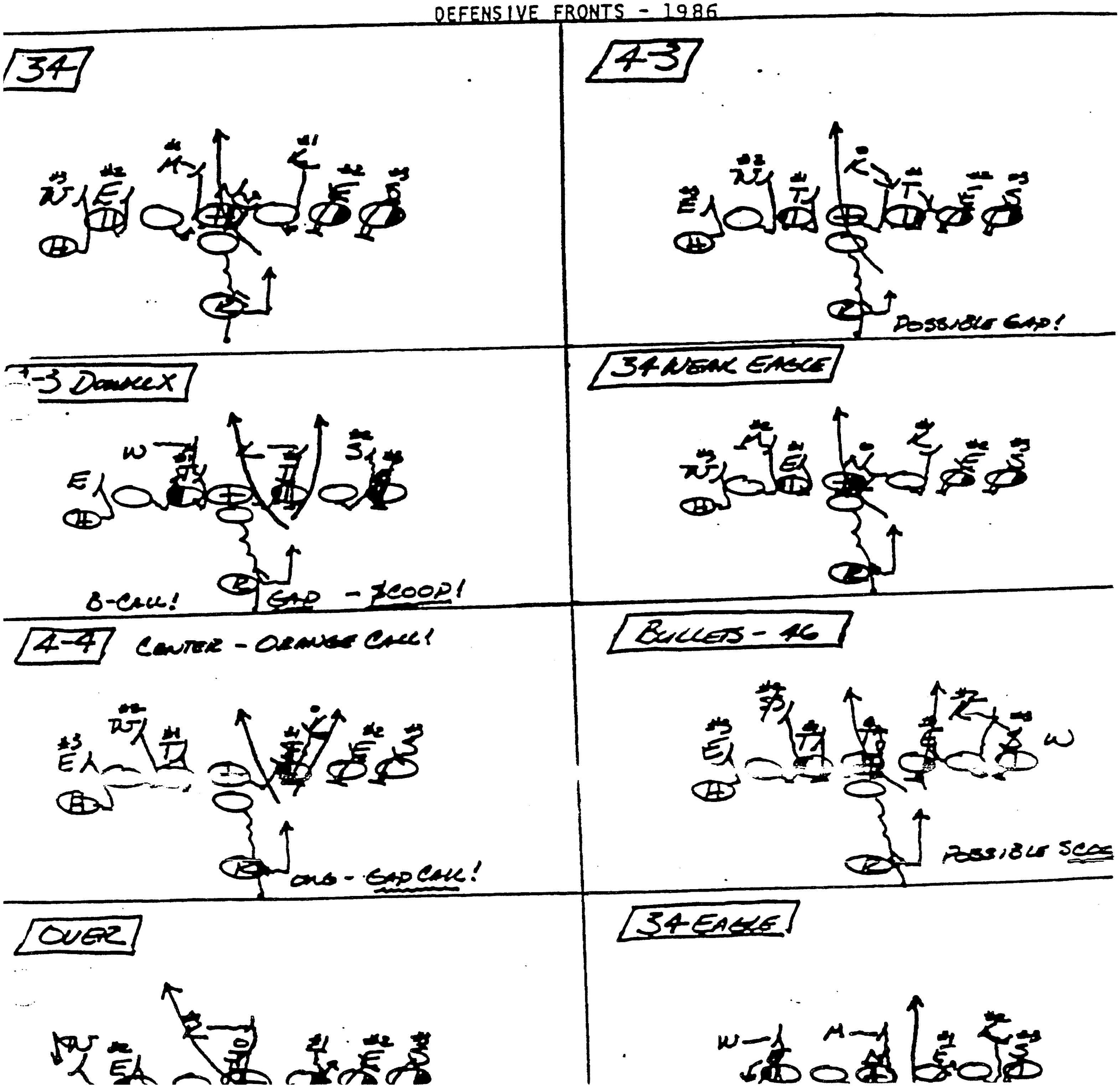


TABLE OF CONTENTS

(HI-LO PASSING - TRIPLE DIGIT)

RUNNING GAME

PLAY NO.

20-30 OTT

"Y"	Man Blocking #3
	Same as 20-30 Reach blocking
	6 or 9 Technique - Grab pull
	7 Technique - Cut off
"H"	Man Blocking #3
	NOTE: Block inside number of #3.
"R"	Take short counter step laterally (away from the callsid and drive in a direction that will take you through the original placement of the QB's callside foot.
"X"	MDM (Stalk)
"Z"	MDM (Stalk)

PASS OFFENSE

SCATS

66 S/R
864 Wide
854 "H" Choice
835 "H" Delay
989 Over
787 Wide
787 Pump
868
812
817
718 "R" Choice
399 Sideline
392 Sideline
392 Shoot
372 Sideline
382 Sideline
855 Double Delay "H" Corner
15 Up "Y" Hide
35 "H" Delay
55 Up "Y" Delay
95 "H" Hide
35 "R" Delay
95 "R" Hide
3 "H" Flair
3 "H" Delay
3 "R" Choice
7 "R" Choice
3 "R" Delay
3 "R" Flair

O's

"OH" 989
"OH" 585
"OH" 787
"OH" 787 Pump
495 Lucky, Ricky
"OH" 989 Over
"OH" 97 Zero
"OH" Fake 972 Zero

OFF T PULL and BLOCK THE CENTER'S CALL!

CALLS TO BE ALERT FOR:

a) ODD(ACE)- Pull and trap the defender aligned on the onside tackle! (5 TECHNIQUE)

b) ODD(OFF) - Pull trap the defender aligned on the onside tackle! (5 TECHNIQUE).

c) ODD-OFF-"SHORTY" - ODD-SOLID "SHORTY" - Pull and trap the defender aligned on the onside guard! (3 TECHNIQUE).

d) EVEN or COLOR CALL - Pull and trap the defender aligned on the onside guard!

PASSING GAME

PROTECTION:

HI-LO PROTECTION (Triple Digit)

RULES - TECHNIQUES - COACHING POINTS:

NOTE: The onside in this protection is the FORMATION CALL SIDE - Example: TRIPS RIGHT WHIZ - LO - 212 "H" FLAT - RIGHT SIDE is ONSIDE. FREEZE LEFT - HI - 666 READ - LEFT SIDE is ONSIDE. If the term "FIRM" is added prior to the protection call the QB is alerting the offensive team that he is taking a 3 STEP DROP - take your blocking responsibility on at or near the LOS - BE STOUT!

C MAN BLOCKING - "0" - (DROP BACK PROTECTION TECHNIQUE) - Same as SCAT PROTECTION!

CALLS TO BE ALERT FOR:

a) ODD or EVEN CALL - Your call - to determine the alignment of the defense and which onside lineman has the DUAL READ! Same as SCAT PROTECTION!

b) ORANGE or YELLOW CALL - Your call - when uncovered - call to determine which side you are counting "0". ORANGE - to the right; YELLOW - to the left! Versus - 3 DOWN LINEMEN - make color call to the side the nose/tackle aligns. Versus 4 DOWN LINEMEN - make the color call to the side that "Mike" aligns. If the "MIKE" has been substituted for such as in 3rd down looks (NICKEL; DIME; or QUARTER LOOKS) make the call to the FORMATION CALL SIDE in HI/LO TRIPLE DIGIT PASSING!

c) SLIDE-IT CALL - AREA BLOCKING - will only be called by the onside guard after an ORANGE or YELLOW CALL. Set to block the defender aligned on the onside guard - be prepared to handle a T-T TWIST. Same as SCAT PROTECTION!

d) ODD SOLID - Your call - if covered by a down lineman and onside guard is covered by a down lineman — call is to alert OFFSIDE GUARD to DUAL READ - linebacker over to protection call side. NOTE: Vs a K-C STRONG (4 down linemen) and onside tackle makes a FAN CALL - make an ODD SOLID CALL to alert off guard to DUAL!

e) SLIDE RT or SLIDE LT-4 MAN SLIDE from offside guard to onside tackle-AREA BLOCKING. SLIDE RT - means to slide right; SLIDE LT-means to slide left! Same as SCAT PROTECT

ON G MAN BLOCKING - #1 - (DROP BACK PROTECTION TECHNIQUE) - Versus an Odd Call - DUAL READ - Same as SCAT PROTECTION!

ON G BLOCK 1st INSIDE - On or off LOS.

CALLS TO BE ALERT FOR:

a) ODD-(ACE) - Team block with the center - same as 20-30 Reach!

b) ODD-(OFF) - An alert to bl... se/tackle by yourself - same as 20-30 Reac...

c) ODD-SOLID(SHORTY) - Your call - same as 20-30 Reach!

d) EVEN - INFLUENCE - (bump off or drop step) - block the man aligned over the ONSIDE TACKLE - angle drive for near number! NOTE: tackle always goes first!

e) ORANGE or YELLOW - INFLUENCE - block the man aligned over the onside tackle - same as EVEN CALL!

ON T Your blocking responsibility will be determined by the CENTER'S CALL - listen for the call and execute accordingly

a) ODD CALL - (Odd Ace; Odd Off; Odd Off Shorty) - Block the ONSIDE LINEBACKER - if covered by a down lineman- READ his alignment - if 5 TECHNIQUE - use HEAD and SHOULDER FAKE to release inside for onside linebacke If 4 or 4-I TECHNIQUE - take outside release and SKIN-IT to the linebacker. Block near number of line-backers. If uncovered - such as BULLETS - release inside for linebacker.

b) EVEN CALL - Release inside for the MIDDLE LINEBACKER - step with near foot - clear the 2 technique and block the near number of the middle linebacker!

c) COLOR CALL - Color call your side (ORANGE or YELLOW) - center is telling you to block the onside linebacker - take inside release to block inside number of the linebacker.

d) COLOR CALL - Color call away from you (YELLOW or ORANGE center is telling you to block the backside linebacker take inside release to block near number of the line-ba

OFF G Block the defender aligned on the OFFSIDE TACKLE! If he is covered by a down lineman - use ANGLE DRIVE TECHNIQUE step with near foot to block near number. If he is covered by a linebacker - team block with center to the backside linebacker - drive on the outside number of the 3 TECHNIQUE - if he locks-on maintain block - if he work inside towards center - work to 2nd level for linebacker!

OPTIONS

626 S/R
976 "H" Post
499 L/R
989 Over
3 "H" Hide & Choice
7 "H" Hide
Dallas Special
6 Lateral
Chicago Special

DASH

39 CB (Screen)
Fake 72
"H" 7 "R" Hide
Zero 87

SPRINTS

9 CB (Screen)
39 CB
3 "H" Comeback
7 "H" Hide
Fake 72
Fake 2

RUNNING GAME

PLAY NO.

COUNTER 20-30 OTT

RULES - TEC[illegible] [illegible]ES - [illegible] [illegible]HING POINTS:

MUSTS: Maximum splits(3-3-3) - stretch the defense - inside running play. In order to determine who we will TRAP and the blocking scheme to be used, the CENTER will make calls according to the alignment of the defensive front!

a) ODD CALL - Center will make an ODD CALL if he is covered by a down lineman!

b) ODD-SOLID CALL - Center will make an ODD SOLID CALL if he is covered by a down lineman and ONSIDE GUARD is covered by a down lineman.

c) EVEN CALL - Center will make an EVEN CALL if he is covered by a linebacker.

d) ORANGE or YELLOW CALL - If the center is uncovered. ORANGE - to the right; YELLOW - to the left! versus- 3 DOWN LINEMEN - make color call to the side the nose/ tackle aligns. Versus - 4 DOWN LINEMEN make color call to the side that "MIKE" aligns.

C - OVER-BACKSIDE - (OVER only refers to a down lineman in this rule). Same as 20-30 Reach!

a) ODD-(ACE) - Your call - same as 20-30 Reach!

b) ODD-(OFF) - Your call - if you are covered by a down lineman and OFF SIDE GUARD covered by a down lineman - TEAM BLOCK with off-guard to backside linebacker. Step with near foot towards the defender aligned on the guard - PUNCH and PASS and work to 2nd level for linebacker.

c) ODD-SOLID-(SHORTY) - Odd-Solid is your call - "SHORTY" is onside guard's call! Same as 20-30 Reach!

d) EVEN - Your call - block backside - ANGLE DRIVE - same as 20-30 Reach!

e) ORANGE - Your call - uncovered team block with offside guard to backside linebacker!

f) YELLOW - Your call - uncovered - block backside - ANGLE DRIVE - same as 20-30 Reach!

b) SLIDE RT or SLIDE LT- 4 MAN SLIDE from offside guard to onside tackle-AREA BLOCKING. SLIDE RT-means to slide righ SLIDE LT-means to slide left! Same as SCAT PROTECTION!

c) FAN CALL - If offside tackle makes FAN CALL set to block the defender aligned on the tackle. Use a WIDE RUSH SET! Same as SCAT PROTECTION!

OFF T

MAN BLOCKING - #2 - (DROP BACK PROTECTION TECHNIQUE). NOTE: If #2 is a linebacker - FAN - 2nd man on LOS or the next defender to outside. (34 Weak Eagle or Under Look). Same as SCAT PROTECTION!

CALLS TO BE ALERT FOR:

a) FAN CALL - Your call - if covered by a down lineman and rush-end aligned outside (K-C LOOK) - make FAN CALL - set accordingly to block the wide-rush end!

"Y"

Run Pattern Called!

"R-BACK"

This is a man protection scheme and "R" is responsible for the first "Blitzer" from inside-out, not counting the "Mike" linebacker. If your man does not rush the passer, scan from inside-out for any free (unblocked) opponent and block them. After checking your primary and secondary protection responsibilities, proceed with your pass pattern (if called) responsibility. Example: Vs. a normal 4-3 front: "R" is responsible for the weakside linebacker. Vs. a normal 3-4 front, "R" is responsible for the weakside linebacker. NOTE: We designate both inside linebackers in a 3-4 front as "Mike".

a) OVERLOAD - If your protection responsibility vacates his position and goes over to the strongside of the formation, you must go across and block the first blitzer outside of the offensive tackle. If your responsibility vacates his position and takes up a coverage position in the secondary, you are free to proceed with your pass pattern.

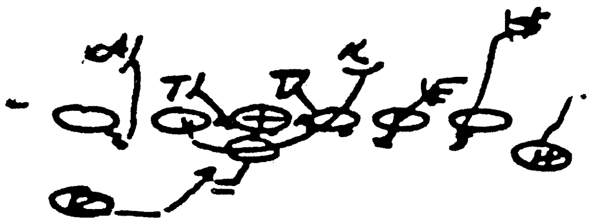
b) SLIDE RT or SLIDE LT-A call made by the center alerti the back to take the first blitzer from the "guard area" [illegible]de.

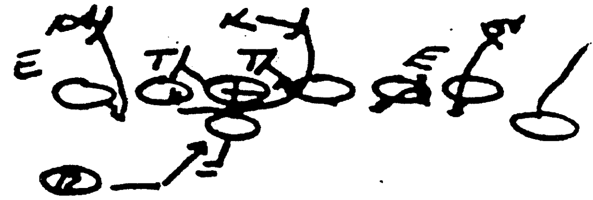
c) ROBERT/LARRY - When coordinated with an Orange or Yellow (Orange = Robert and Yellow = Larry), the "R" will block the "second" blitzer from inside-out.

If the center's orange or yellow call isn't coordinated with the huddle call (Robert/Larry), "R" will be responsible for his normal protection rules.

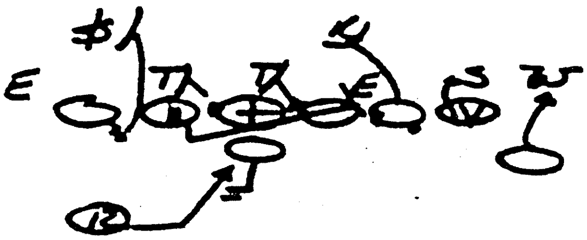
d) FAN CALL - Call made by offensive tackle alerting the adjacent guard and "R" back that he and the

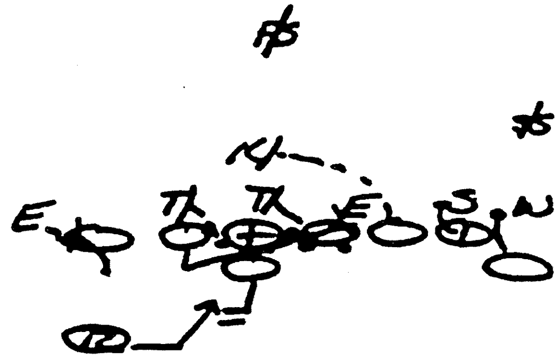
c) UNDER LOOKS - 4 DOWN PERSONNEL - (NICKEL; DIME; QUARTER) - Listen for ODD-OFF CALL!





d) BASTARD SITUATION - Bullets - Calls - ODD - OFF - "SHORTY"





SHORT YARDAGE & GOAL LINE PASSES

Roll Pass
"Z" 7
"Z" 8
"Z" Lazy 7
"Y" Smash
72 Pick
428
"Z" Sneak
"X" (U) Sneak
Split Roll 47 "R" Drag

RUN PASS

20 Reach Pivot

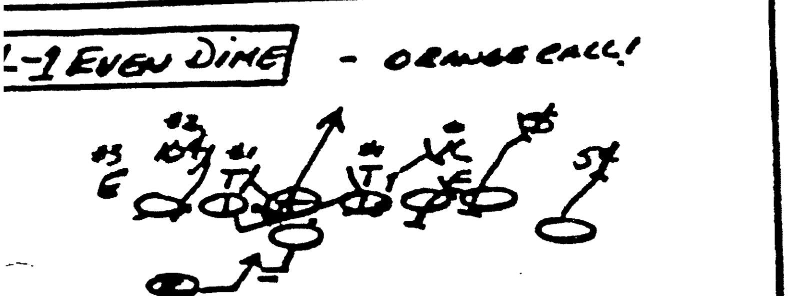
989 Robert

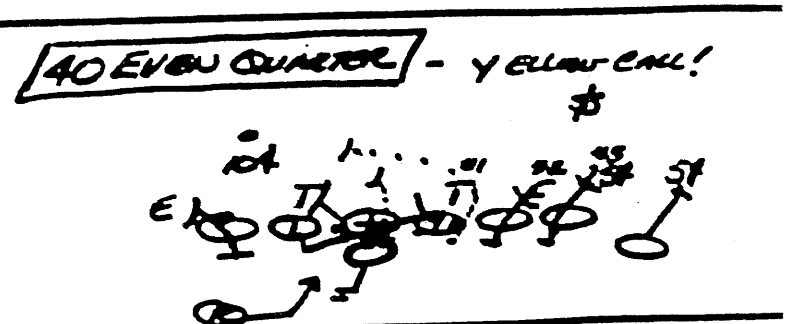
SPECIAL SITUATIONS - 3rd MEDIUM TO LONG

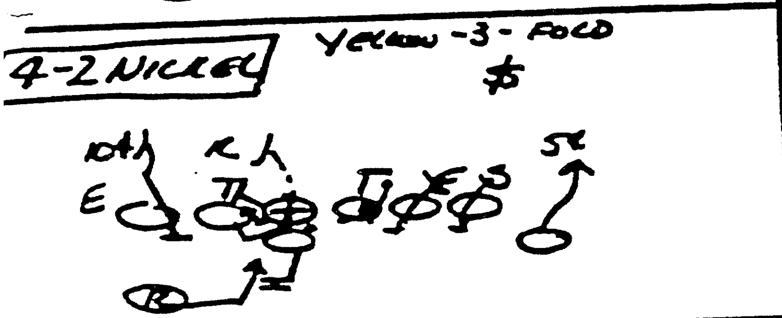
(20-30 REACH - QB 20-30 REACH)

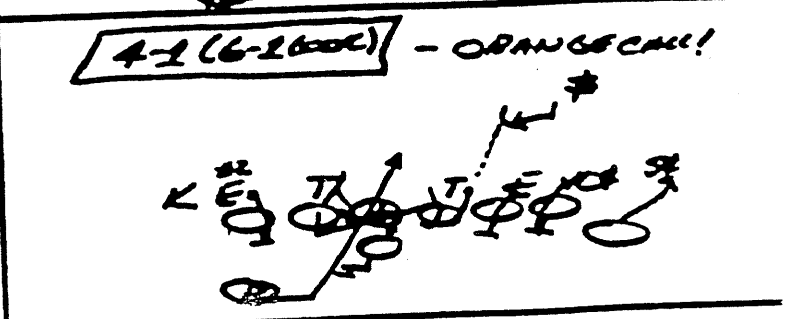
This is a fine play as a change up when the defense is expecting us to THROW THE FOOTBALL. So that we DO NOT TIP-OFF our intentions, this play can and [illegible] from a RACE HORSE POSIT[illegible] tackles in a pre-set). In this situation, our TACKLES and the TIGHT END or H-BACK can change up on the GRAB-PULL TECHNIQUE. You can influence the defenders you are responsible for blocking by using a SHOW PASS SET on or near the LOS. Once you get the defender to start his rush up the field or to drop -- explode up thru the defender's inside number -- walling him to the outside away from the 2 or 3 hole.

a) EVEN LOOKS - 4 DOWN PERSONNNEL - (NICKEL; DIME; QUARTER) - LISTEN FOR COLOR CALL!

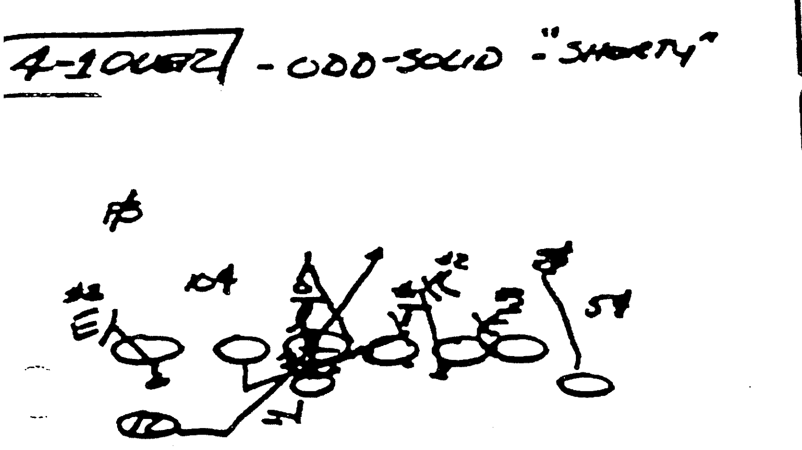


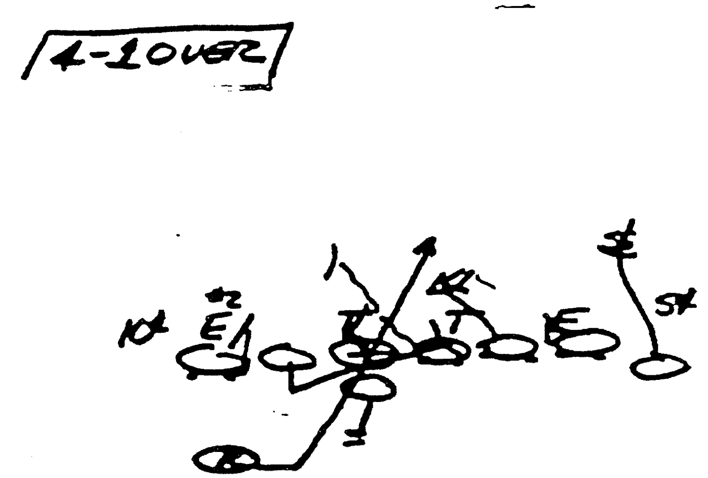




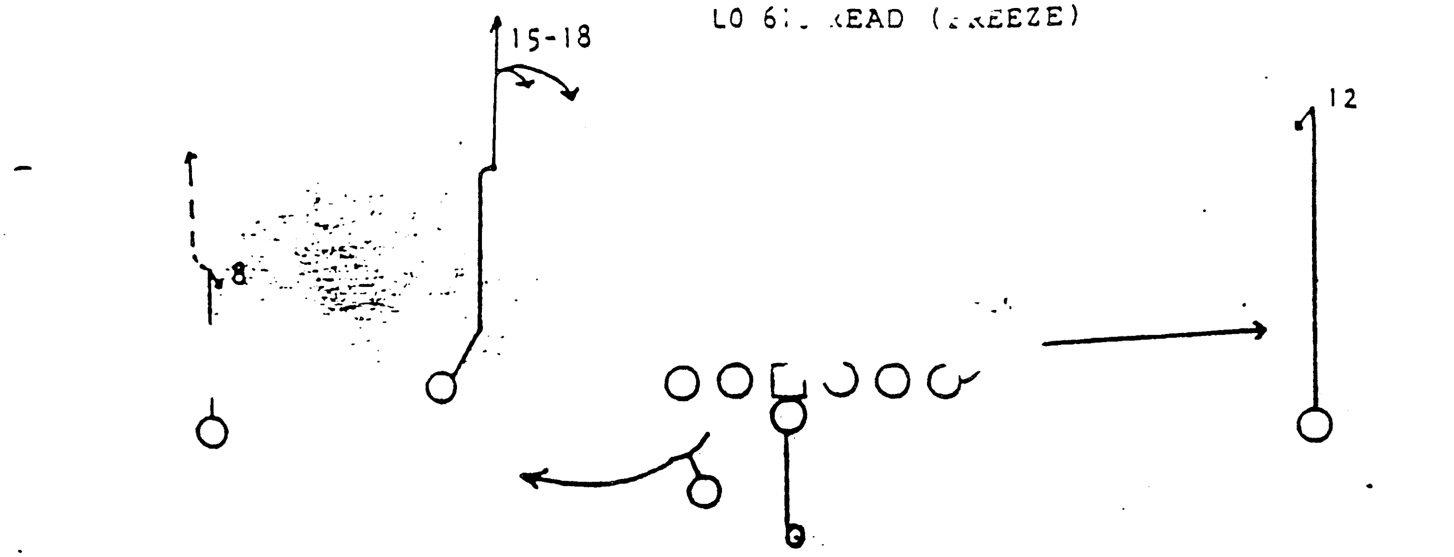


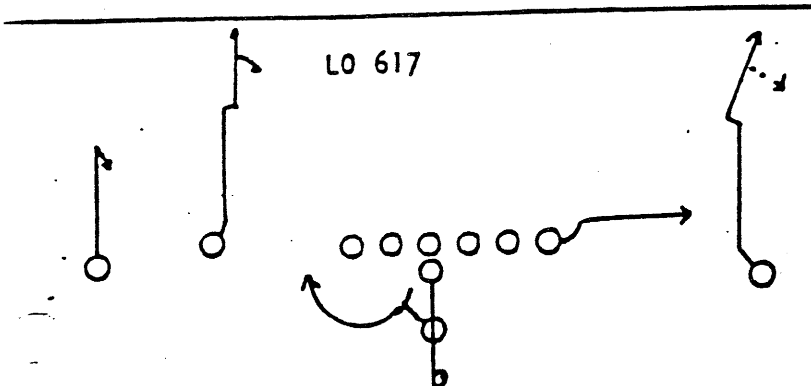
b) OVER LOOKS - 4 DOWN PERSONNEL - (NICKEL; DIME; QUARTER) - Listen for ODD CALL with "SHORTY" from onside guard!

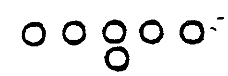


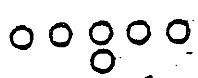


LO 6[illegible] READ ([illegible]REEZE)











KEY COACHING POINTS

PRO[illegible]

HI/LO Triple Digit

FORMATIONS

Freeze
Spread Jet Out
Trips Long Whiz

QB = Coverage read, MOF closed throw away from rotation, work outside/in; MOF open stay weak and work inside/out deep to short.

R = 1st LB'er inside out not counting Mike, run Swing

H = 8 yard Hitch, fade vs. press

Y = Route called (1) Settle vs. Roll corner (must check for S/S blitz)

X = Route called (6), vs. man with middle closed, can run like 4 route, vs. middle

RUNNING GAME

PLAY NO.

20-30 REACH

"Y" RULE: Man Block #3

ONSIDE

9 or 6 technique - drive block with grab pull.

7 technique - cut off - versus stack possible scoop with tackle.

OFFSIDE

Drive through inside brea Cut off while getting movement.

"H" RULE: To Y; Man Block #4
Away Y, Man Block #3

ONSIDE - Away from Y

Drive with grab pull
7 technique - cut off - versus stack possible scoop with tackle.

OFFSIDE

Drive through the inside breast. Cut off while getting movement.

"R" RULE: Ball carrier

TECHNIQUE: Lead step at offside hip of center. Key backside guard.

"QB" Open up away from the side of the directional call. Get football to the ball carrier deep in the backfield.

"X" RULE: Most dangerous out of secondary (MDM)

TECHNIQUE: Stalk

"Z" RULE: Corner, if "H" your side; MDM if "H" is away.

TECHNIQUE: Stalk

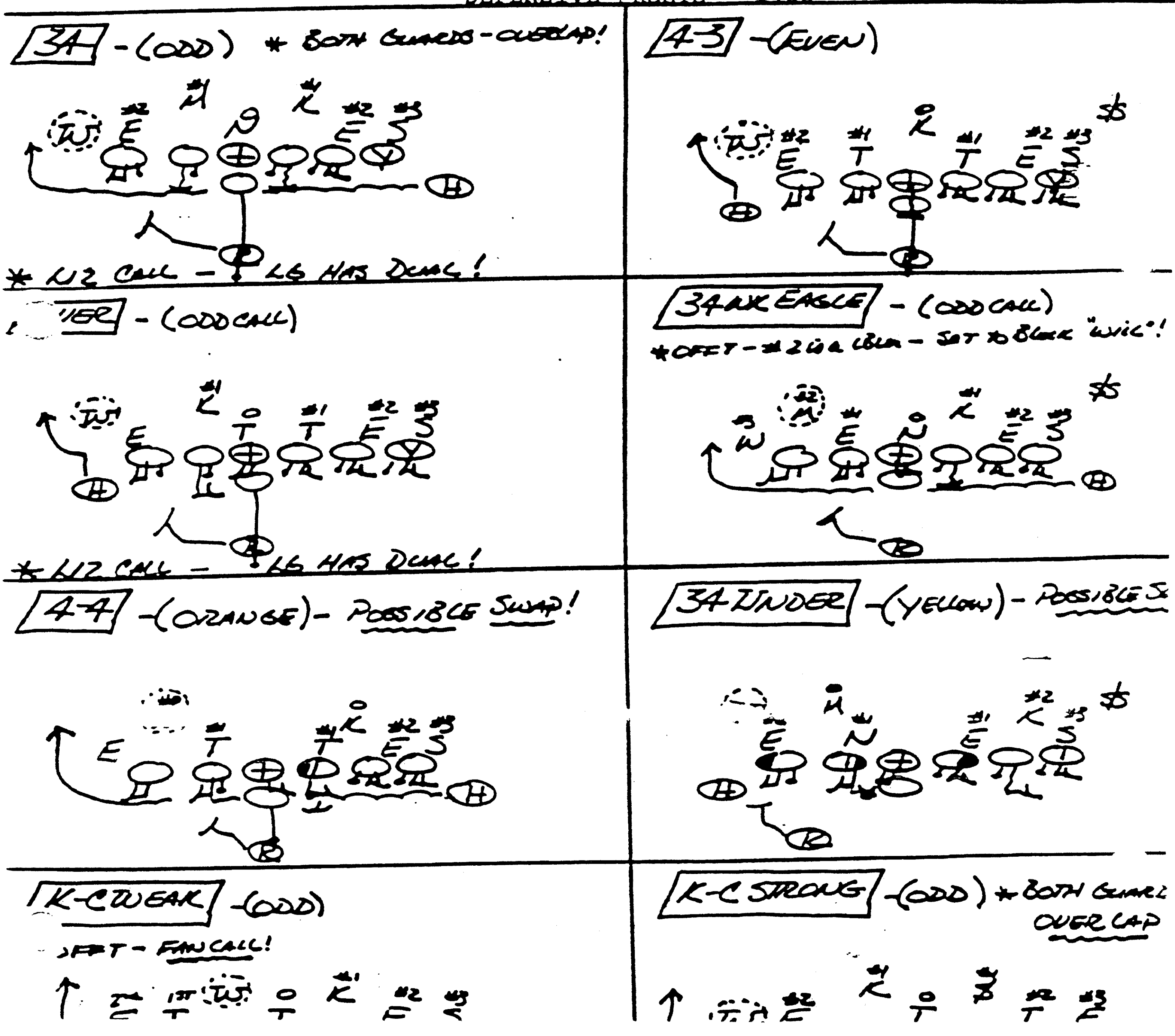
PASSING GAME

PROTECTION:

HI-LO PROTECTION (Single Digit)

This is a DROP BACK STYLE of pass protection where both backs ("R" and "H") will work towards the same side. This protection will only be run from some form of SPREAD FORMATION! This protection is the same as "OH'S" PROTECTION for the offensive line.

DEFENSIVE FRONTS - 1986

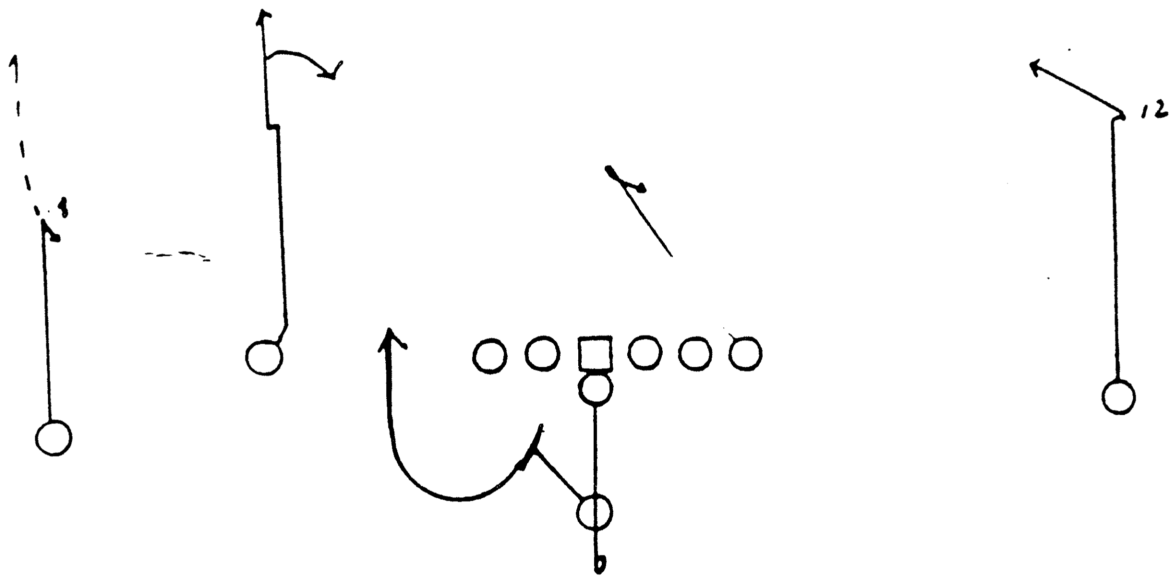


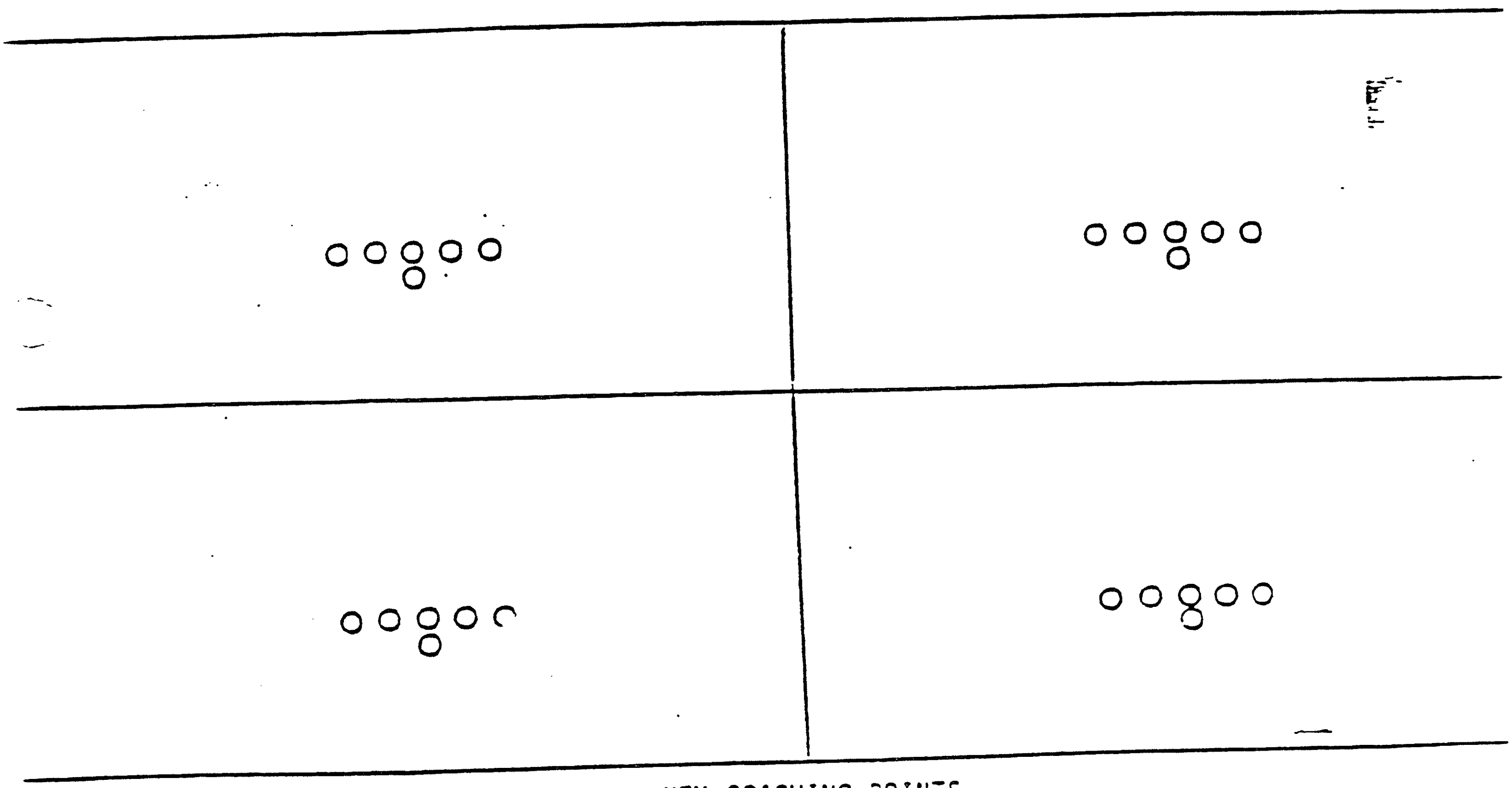
a) DOWN LINEMAN - If defender aligned on you is a 5 TECHNIQUE - cut him off by using a good SCRAMBLE - SQUEEZE TECHNIQUE - drive on his inside number. If defender aligns in a 4 or 4-I alignment - cut him off using a good SCRAMBLE TECHNIQUE - dip under his pads and drive your offside shoulder on his playside thigh - work to square your shoulders to the goalline.

b) LINEBACKE[illegible] If [illegible] a linebacker - step with insi[illegible] foot and [illegible]ck [illegible]de number - USE DRIVE [illegible]CHNI[illegible]

CALLS TO BE ALERT FOR:

a) CAL - Can be your call or the center's call - if your backside guard is covered by a down lineman and linebacker is aligned inside of you -- make "CAL" CALL - cut off 3 technique - Dip and Rip!





KEY COACHING POINTS

QB = Read coverage, MOF closed throw away from rotation, work outside/in. MOF open stay weak, deep to short inside/out.

S.B.(R) - 1st LB'er weak inside out not counting Mike, Loop.

W.B.(H) = Free release run 8 yard Hitch, Fade vs. Roll

X = 1st Digit (6)(inside 8 read) vs. W/S Blitz adjust

Y = 2nd Digit (6)

Z = 3rd Digit (8) Fade vs. Roll (Wide Split)

TECTIONS

Hi/Lo Triple Dig

FORMATIONS

Freeze
Trips Long Whiz

b) LINEBACKER - If #2 is a linebacker - step with inside foot and block his inside number - USE DRIVE TECHNIQUE! NOTE: If stack over tight end - team block with tight end to the stacked linebacker -- similar to a SCOOP!

OFF G - PULL and BLOCK THE CALL - If "Shorty" or 4 or 4-I is called -- be alert to TRAP - get inside-out position on the defender.

... TO BE ALERT FOR:

a) ODD-(ACE) - Pull up thru the onside guard's box and block onside linebacker in the numbers. NOTE: Always look at the tackle box as you are pulling to see if the defender aligned on the tackle is slanting towards you if so, TRAP HIM! With an ODD CALL be alert for the communication of a 4 or 4-I call from the onside tackle He is alerting you that the defender aligned on him is in a PINCH POSITION!

b) ODD-SOLID-(SHORTY) - SHORT TRAP - Trap the defender aligned on the onside guard!

c) ODD-(OFF) - Your call - if covered by a down lineman an center is also covered by a down lineman - this is an alert to remind the center to block backside. Pull up thru the onside guard's box and block onside linebacker in numbers.

d) EVEN-(FOLD) - FOLD TECHNIQUE - Step around the center's block - explode up thru the hole to 2nd level and block the middle linebacker in the numbers!

e) EVEN-(SHORTY) - SHORT TRAP - Trap the defender aligned on the onside guard!

f) ORANGE-(3) - Trap the defender aligned on the guard - if he locks onto the guard - work to the 2nd level for onside linebacker (linebacker to right side).

g) ORANGE-(SHORTY) - Short trap - trap the defender aligne on the onside guard!

h) YELLOW-(3) - Trap the defender aligned on the guard - if he locks onto the guard - fold tight for the backsic lineback... (linebacker to left side).

i) YELLOW-(SHORTY) - Short trap - trap the defender aligne on the onside guard!

OFF T - MAN BLOCKING - #2 - #2 is always the defender aligned on you with an ODD or EVEN CALL! Read his alignment for proper technique. ORANGE CALL - the man aligned on guar is #1 -- the next defender out from the guard box is numbe 2! YELLOW - 1st linebacker from inside-out is always the "0" man - the defender aligned on or outside of you is #2!

c) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING. ROCK-IT - slide right; LOAD-IT - slide left! Same as "OH'S" PROTECTION!

d) SWOOP CALL - Can be your call - if c[illegible]vered by a down [illegible]man and another defender [illegible] POSI[illegible]ION [illegible] the center - guard gap (1 [illegible] [illegible]side using a lateral set and block any defender rushing thru the 1 GAP AREA! Never make a SWOOP CALL with a COLOR CALL or ROCK-IT or LOAD-IT call to your side!

ON T MAN BLOCKING - #2 - (DROP BACK PROTECTION TECHNIQUE). Same as "OH'S" PROTECTION!

CALLS TO BE ALERT FOR:

a) SWOOP CALL - Can be your call - if covered by a down lineman and another defender is in a BLITZ POSITION in the guard-tackle gap (3 GAP) - set inside using a lateral set and block any defender rushing thru the 3 GAP AREA! Same as "OH'S" PROTECTION!

b) SWAP CALL - 2 man slide between center and onside guard set to block the defensive end!

c) ROCK-IT or LOAD-IT CALL - 3 MAN SLIDE between center an[d] both guards! Set to block the defensive end!

OFF G MAN BLOCKING - #1 - (DROP BACK PROTECTION TECHNIQUE). Same as "OH'S" PROTECTION! NOTE: If covered by a down lineman and linebacker walks up or threatens the center-guard gap (1 GAP) - set inside and block the linebacker in numbers!

CALLS TO BE ALERT FOR:

a) SWAP CALL - If center makes COLOR CALL (Orange or Yell[ow]) YOUR SIDE AND #1 is aligned onside eye or shoulder (1 TECHNIQUE). Open out and slightly back on your set block any defender rushing to YOUR AREA - no one comin[g] into your area - overlap back onside towards the cente[r] box!

b) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and bo[th] guards - AREA BLOCKING. ROCK-IT - slide right; LOAD-IT - slide left! Same as "OH'S" PROTECTION!

c) FAN CALL - If offside tackle makes FAN CALL - set to block the defender aligned on the tackle. Use a WIDE RUSH SET!

OFF T MAN BLOCKING - #2 -(DROP BACK PROTECTION TECHNIQUE). Same as "OH'S" PROTECTION! NOTE: If #2 is a linebacker - FAN - 2nd man on LOS or the next defender to outside. (34 Weak Eagle or Under Look).

✓ e) EVEN(SHORTY) - "SHORTY" is your call - if defender aligned on you is a 2 or 1 TECHNIQUE (head up or inside eye or shoulder) make a SHORTY CALL - influence the defender that is aligned on you. SKIN-THRU his outside shoulder and block middle linebacker in numbers. If defender (1 or 2 technique) loops-out-lock-on and drive him up the field.

✓ f) ORANGE-(3)- Read the alignment of the defender aligned on you. If the defender aligned in a 3 technique (outside eye or shoulder), make a 3 CALL - use GRAB PULL TECHNIQUE - drive on outside number (and with "nose" of your helmet), grab with inside arm and pull him to outside. If he "rocks" inside continue to 2nd level and block onside linebacker (right).

✓ g) ORANGE-(SHORTY) - "SHORTY" is your call - if defender aligned on you is a 2 or 1 TECHNIQUE (lead up or inside eye or shoulder) make a SHORTY CALL - same as EVEN-SHORTY except you block onside linebacker. If defender aligned on you is a 1 TECHNIQUE - influence by using a BUMP-OFF - step with your inside foot giving the defender a "solid" shoulder -- get width on 2nd step and drive hard to 2nd level to block linebacker in numbers!

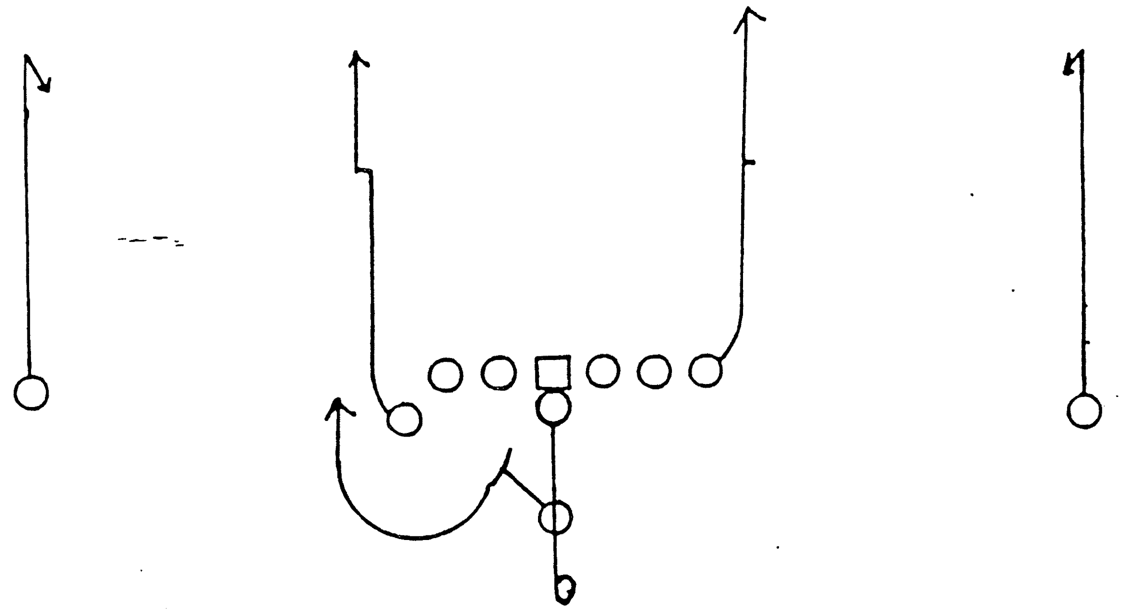
✓ h) YELLOW-(3)- Read the alignment of the defender on you. If the defender aligned in a 3 TECHNIQUE (outside eye or shoulder) make a 3 CALL - use GRAB PULL TECHNIQUE. If he "rocks" inside continue to 2nd level and block backside linebacker (left) in numbers.

✓ i) YELLOW-(SHORTY)- "SHORTY" is your call - if defender aligned on you is a 2 or 1 TECHNIQUE (head up or inside eye or shoulder) make a SHORTY CALL - same as EVEN-SHORTY except you block backside linebacker. If defender aligned on you is a 1 TECHNIQUE - SKIN-THRU his outside shoulder and block backside linebacker in numbers!

✓ ON T - MAN BLOCKING - #2 - #2 is always the defender aligned on or outside of you. Read his alignment for proper technique NOTE: ODD or EVEN - count from center box out! ORANGE - 1st linebacker from inside-out is always the "O" Man! YELLOW - man aligned on or outside is #2!

✓ a) DOWN LINEMAN - If defender aligns in a 5 TECHNIQUE (outside eye or shoulder) use GRAB PULL TECHNIQUE! Drive on outside number - if he locks-on, grab with inside arm and pull him to outside -- away from the hole. If he "rocks" inside continue to 2nd level and block onside linebacker in numbers. If defender aligns in a 4 or 4-I TECHNIQUE (inside eye or shoulder) make a 4 or 4-I CALL - skin - thru his outside shoulder and block onside linebacker - drive him past the hole. NOTE: If onside guard covered by a down lineman and defender aligned on you is head up block him under the chin!

LO 69o H" POST (SPREAD)





KEY COACHING POINTS

QB - Coverage read, MOF closed work away from rotation try to move W/S inside/out; MOF open can work either side inside/out. Responsible with X for W/S; responsible with Y for strong blitz.

S.B.(R)-1st linebacker inside/out not counting Mac(weakside) run Loop.

W.B.(H)-Free release run post (no read)

"X" -6 Route-wide split, fade vs. Roll. W/S blitz W/QB.

PROTECTION

Hi/Lo Triple

FORMATIONS

Spread
Dart
Spread Fake Motion
Trips Whiz

d) ODD-SOLID-(SHORTY)- Onside guard's call - an alert to Team block with onside guard on the nose/tackle to the backside linebacker. Same as ODD-ACE!

e) EVEN-(FOLD) - Your call - make an EVEN CALL if covered by a linebacker. If onside guard makes a 3 CALL pass on FOLD to offside guard. Block backside using ANGLE DRIVE TECHNIQUE - short lead step with near foot- s - drive "nose" of he et number!

f) ORANGE - Your call - if uncovered and nose/tackle aligns to the right versus 3 Down Linemen or if uncovered and "Mike" aligns to the right versus 4 Down Linemen!

g) YELLOW - Your call - if uncovered and nose/tackle align to the left versus 3 Down Linemen or if uncovered and "Mike" aligns to the left versus 4 Down Linemen!

ON G - BLOCK 1ST INSIDE - On or Off LOS.

CALLS TO BE ALERT FOR:

a) ODD-(ACE) - Team block with the center on the nose/tackle to backside linebacker. Step with near foot on defender's hip to block near number. If hip goes away - explode to 2nd level for backside linebacker. NOTE: Important to get movement off the LOS before working to 2nd level!

b) ODD-OFF or CAL) - OFF or CAL is an alert to you that you have the nose/tackle by yourself. Step with near foot at defender's hip - block near number - DRIVE TECHNIQUE! If hip goes away, be alert for a backside Twist or "Dog"!

c) ODD-SOLID-(SHORTY)- Your call - if center makes an ODD CALL and you are covered by a down lineman - make SHORTY CALL - take an inside release - step with near foot and read the center's block to the backside linebacker.

d) EVEN-(3-FOLD) - EVEN CALL - Read the alignment of the defender aligned on you. If defender aligned in a 3 TECHNIQ[illegible] on shoudler) make [illegible] - use GRAB PULL TECHNIQUE - drive on outside number (lea with "nose" of your helmet), grab with inside arm and pull him to outside -- away from the hole. If he "rocks" inside continue to 2nd level and block middle linebacker in numbers -- drive him past the hole.

HI/LO SINGLE

6 Read
9 "H" Corner Swing

RUNNING GAME

PLAY NO.

20-30 REACH

RULES - TECHNIQUES - COACHING POINTS:

MUSTS: Maximum splits (3-3-3) - stretch [illegible]fense - inside running play. In order to determ[illegible] [illegible]o we will TRAP and the blocking scheme to be used, the CENTER will make calls according to the alignment of the defensive front!

a) ODD CALL - Center will make an ODD CALL if he is covered by a down lineman!

b) ODD SOLID - Center will make an ODD SOLID CALL if he is covered by a down lineman and onside guard is covered by a down lineman.

c) EVEN CALL - Center will make an EVEN CALL if he is covered by a linebacker!

d) ORANGE or YELLOW CALL - If the center is uncovered. ORANGE - to the right; YELLOW - to the left! Versus - 3 DOWN LINEMEN - make color call to the side the nose/tackle aligns. Versus - 4 DOWN LINEMEN - make color call to the side that "MIKE" aligns. If "Mike" has been substituted for such as in a 3rd down look (Nickel; Dime; Quarter) make the call to the FORMATION CALL SIDE!

C - OVER-BACKSIDE (OVER only refers to a down lineman in this rule). Block under the chin - good drive technique - must get movement off LOS!

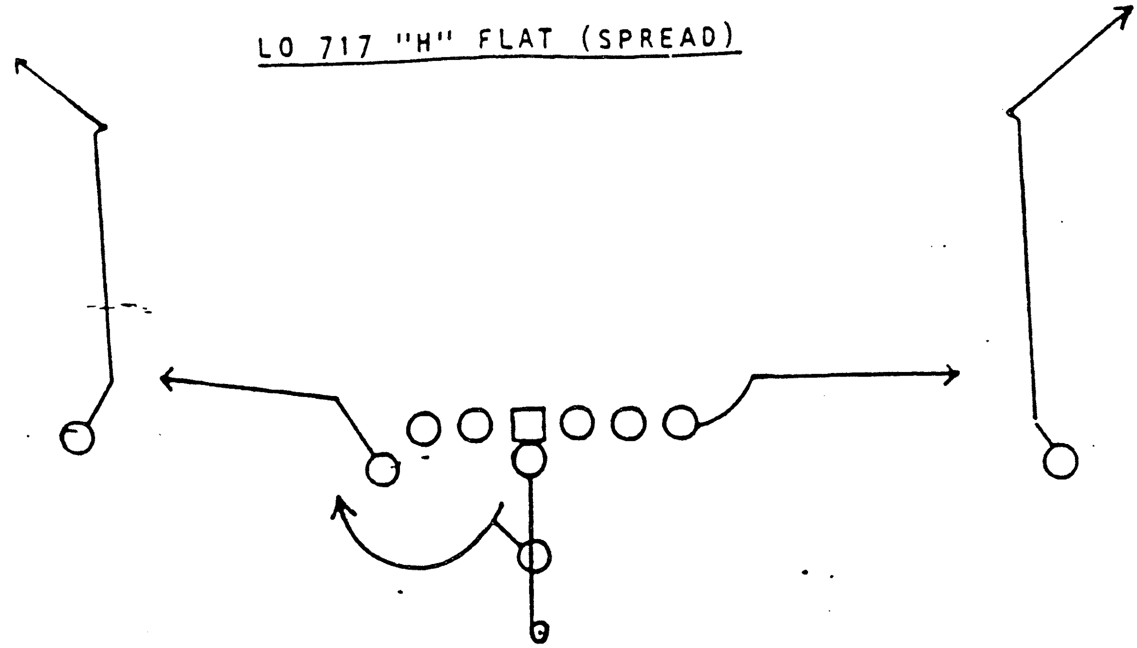
CALLS TO BE ALERT FOR:

a) ODD-(ACE) - Your call - make an ODD-ACE call if covered by a down lineman and both guards covered by a linebacker. Team block with onside guard on nose/tackle to backside linebacker. Want to get MOVEMENT on nose/tackle before working to backside linebacker! Take short lead step with near foot - block under c[illegible] [illegible] nose/tackle works into onsi[illegible] [illegible] [illegible]e to 2nd level to block backside linebacker!

b) ODD-(OFF) - Offside guard's call - an alert to block backside - ANGLE DRIVE TECHNIQUE - step with near foot - drive "nose" of helmet on near number!

c) ODD-(CAL) - Offside tackle's call - an alert to block backside linebacker who is aligned in general area backside. Drive tight off the ball for backside linebacker - step with near foot. NOTE: This can also be your call if linebacker is in the backside "A" GAP!

LO 717 "H" FLAT (SPREAD)





KEY COACHING POINTS

QB - Coverage read, MOF closed throw away from rotation work outside/in deep to short, throw off underneath coverage. MOF open can work either side, deep to short outside/in; responsible with X for W/S. Responsible with Y for strong blitz.

S.B.(R)-1st linebacker inside out not counting Mike, Loop.

W.B.(H)-Free release, Flat

PROTECTION

Hi/Lo Triple

FORMATIONS

Spread
Trips Whiz
Dart
Spread Fake Motion

RUNNING GAME

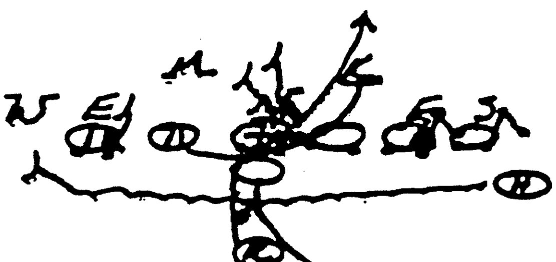
PLAY NO.

20-30 REACH

Quick hitting dive play to our "R-Back" that will start towards the "butt" of the Center and may break towards either guard with shallow cuts. Because of multiple defensive looks we will use a number of different blocking schemes to insure the su[illegible] of the play.

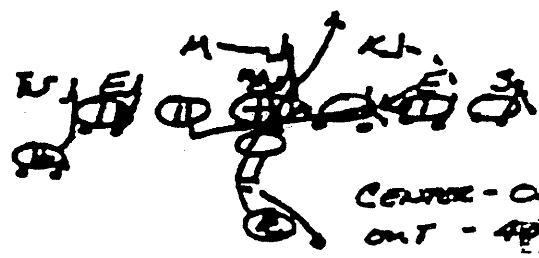
DEFENSIVE FRONTS - 1986

34 (SHADE STRONG)



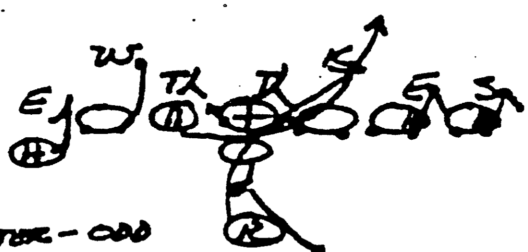
CENTER - ODD - ACE

34 (4 or 4-I)



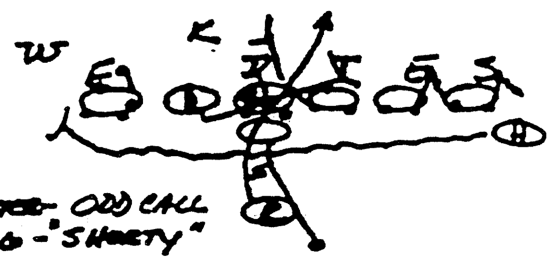
CENTER - ODD - ACE
on T - 4 or 4-I CA[illegible]

UNDER (34 WEAK EAGLE)



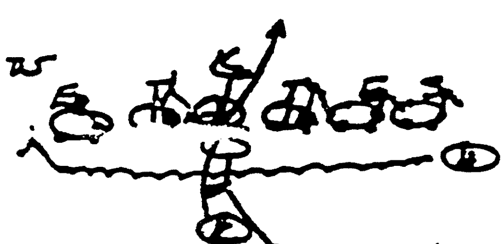
CENTER - ODD
OFF G - OFF

OVER



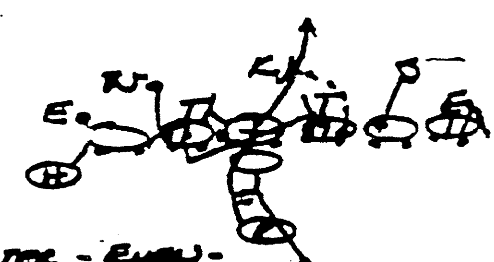
CENTER - ODD CALL
on G - "SHORTY"

4-3



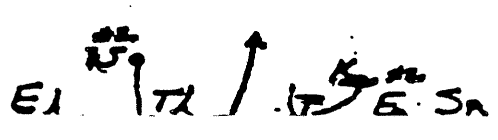
CENTER - EVEN - FOLD 1
on G - "3 CALL"!

4-3 (DOUBLEX)

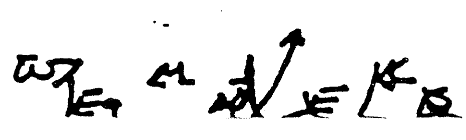


CENTER - EVEN -
on G - "SHORTY"

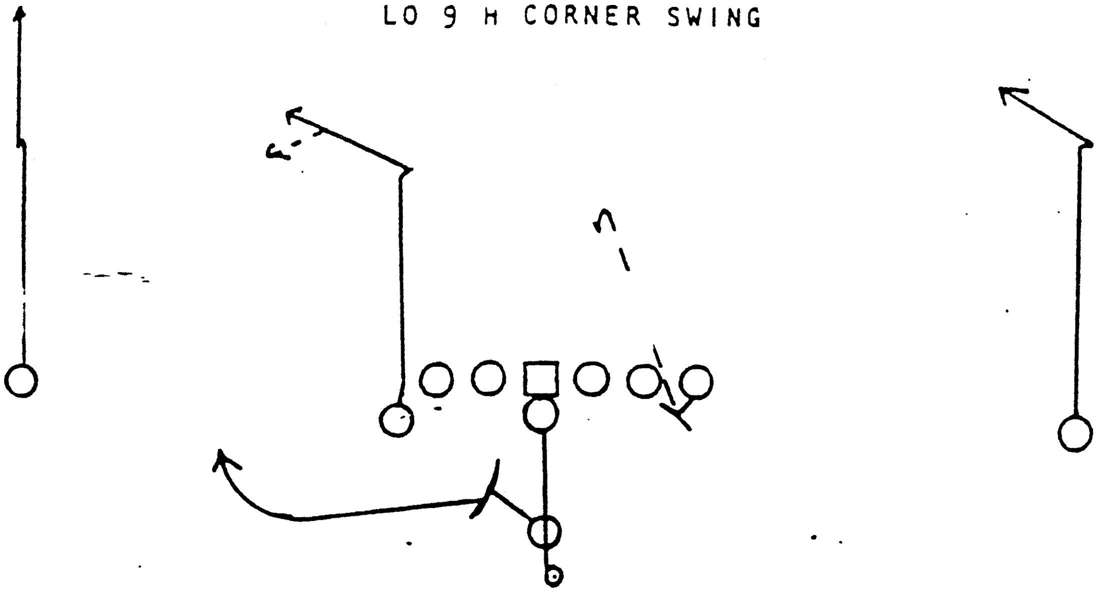
4-4 (34 OVER)

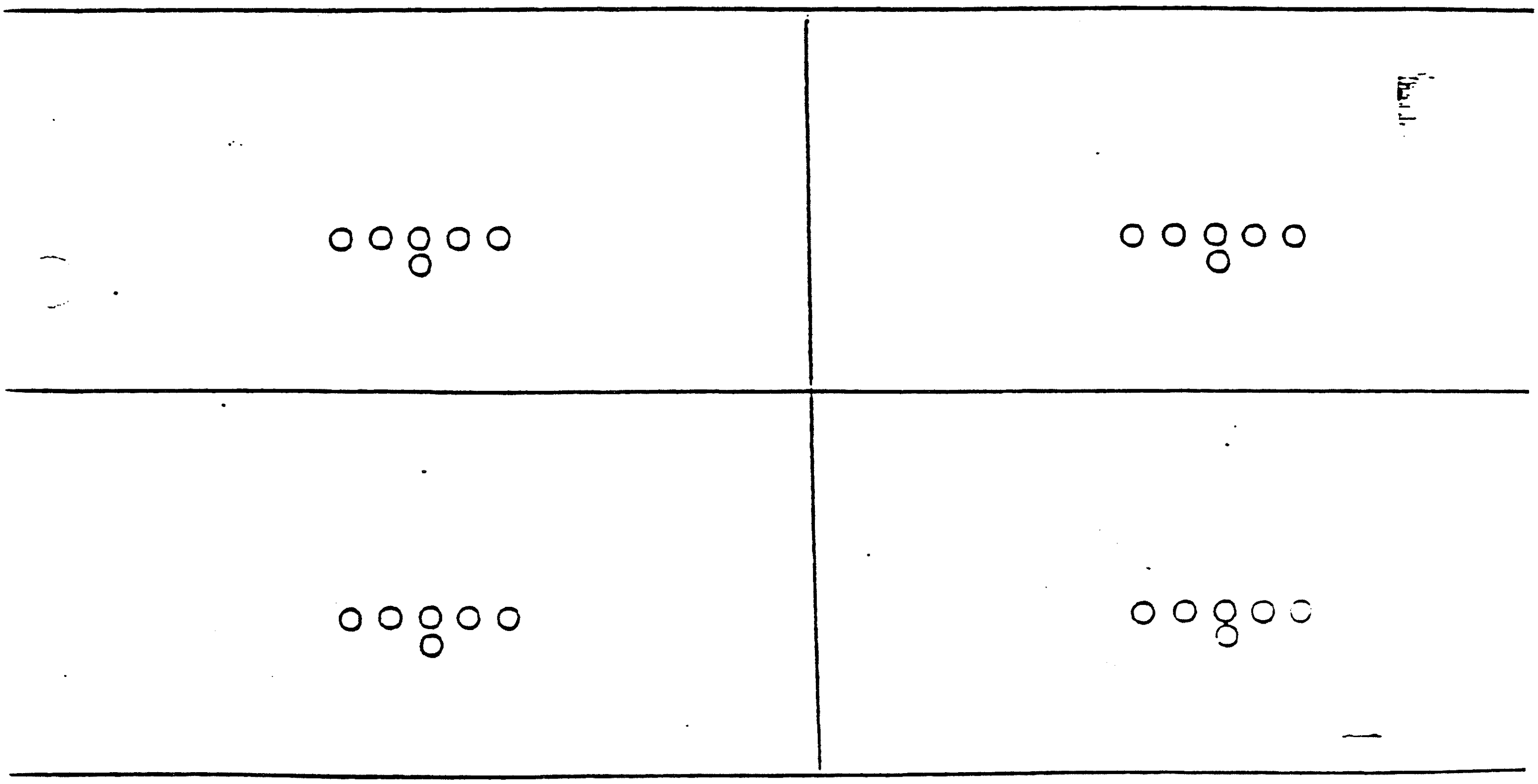


34 EAGLE



LO 9 H CORNER SWING





KEY COACHING POINTS

QB = Weakside read, MOF closed work outside/ in off underneath coverage; can also throw away from rotation; MOF closed work inside/out throw off underneath coverage.

S.B.(R) = 1st LB'er inside out not counting Mike, Swing

W.B.(H) = Release run cover

"X" = Number 9 adjust vs. W/S Blitz

"Y" = Check #3 Lead

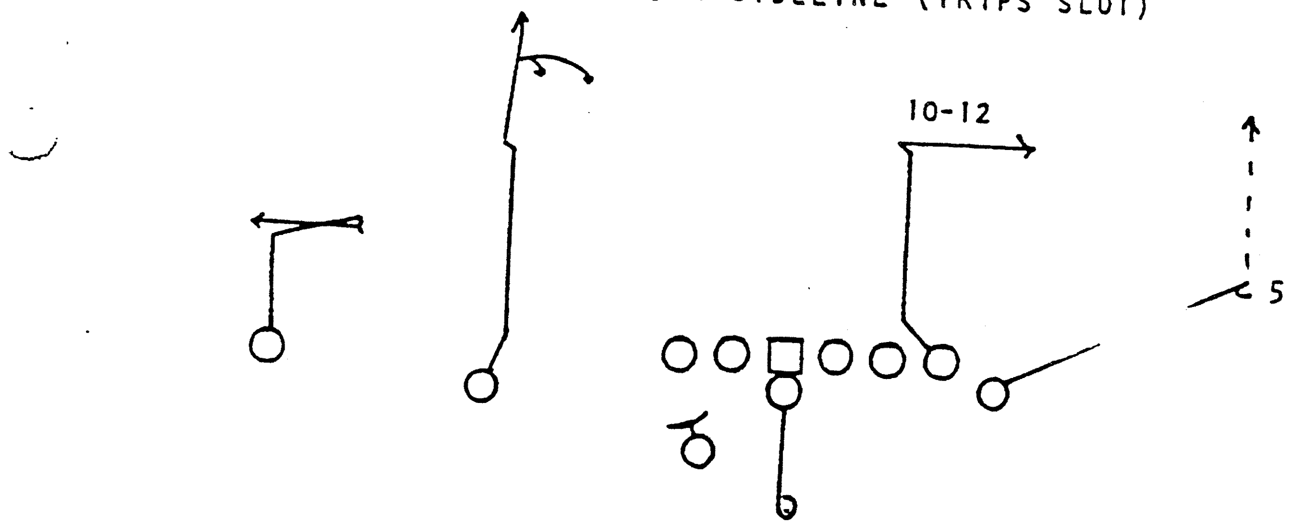
TABLE OF CONTENTS

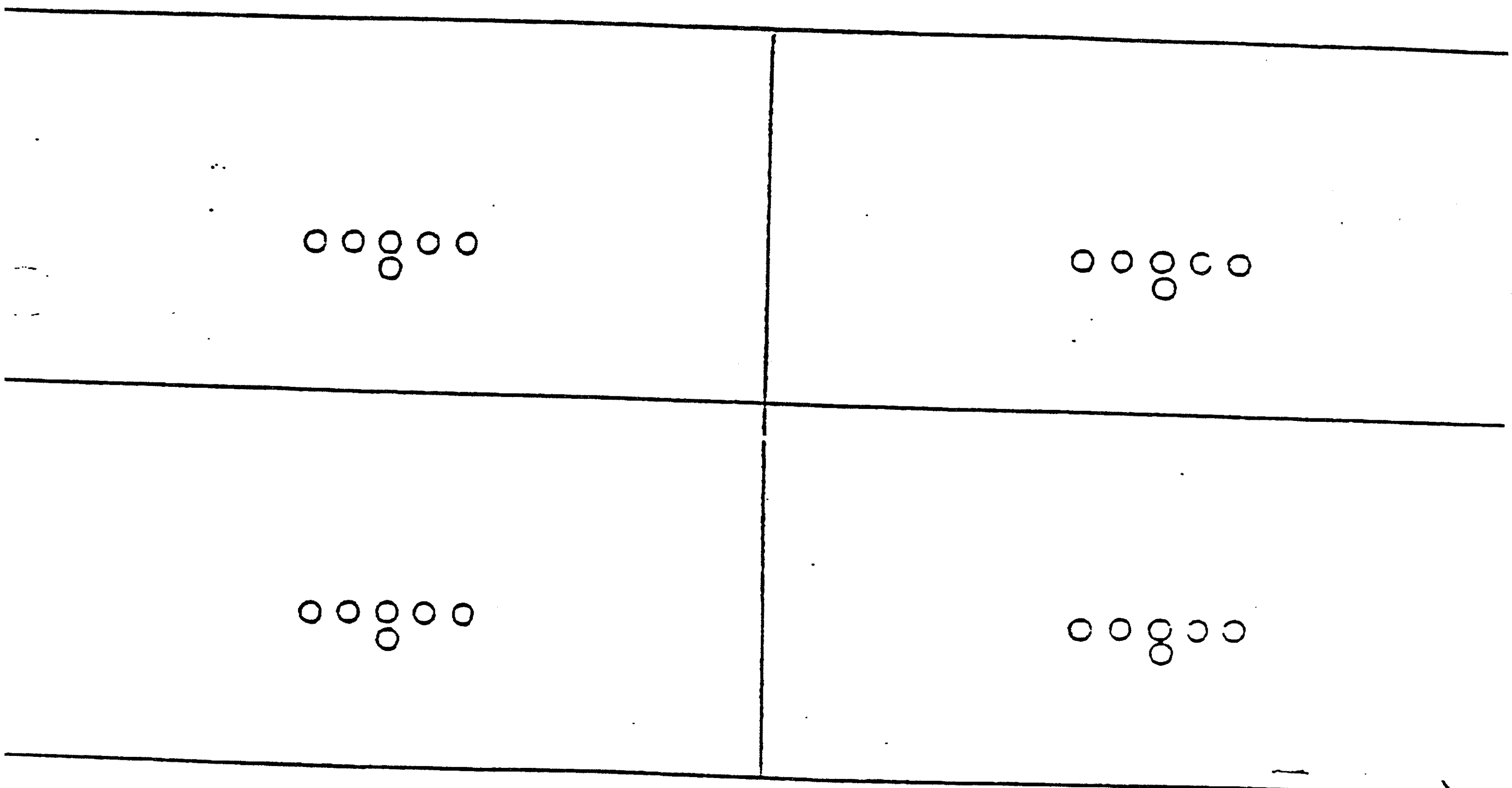
(20-30 HOLE PLAYS)

TABLE OF CONTENTS

(DASH PASSING)

SCAT RIGHT 382 SIDELINE (TRIPS SLOT)





KEY COACHING POINTS

PROT

QB - Coverage read, W/S stays in middle or favors strongside work weakside throw off underneath coverage; W/S goes weak work slot combination inside/out. Responsible with Z for W/S.

W.B.(R) - Scat Protection. Max. Prot; Search.
S.B.(H) - route called (sideline)
"Y" - check pop, run route (3)
"X" - route called (Fake 2). Fl...

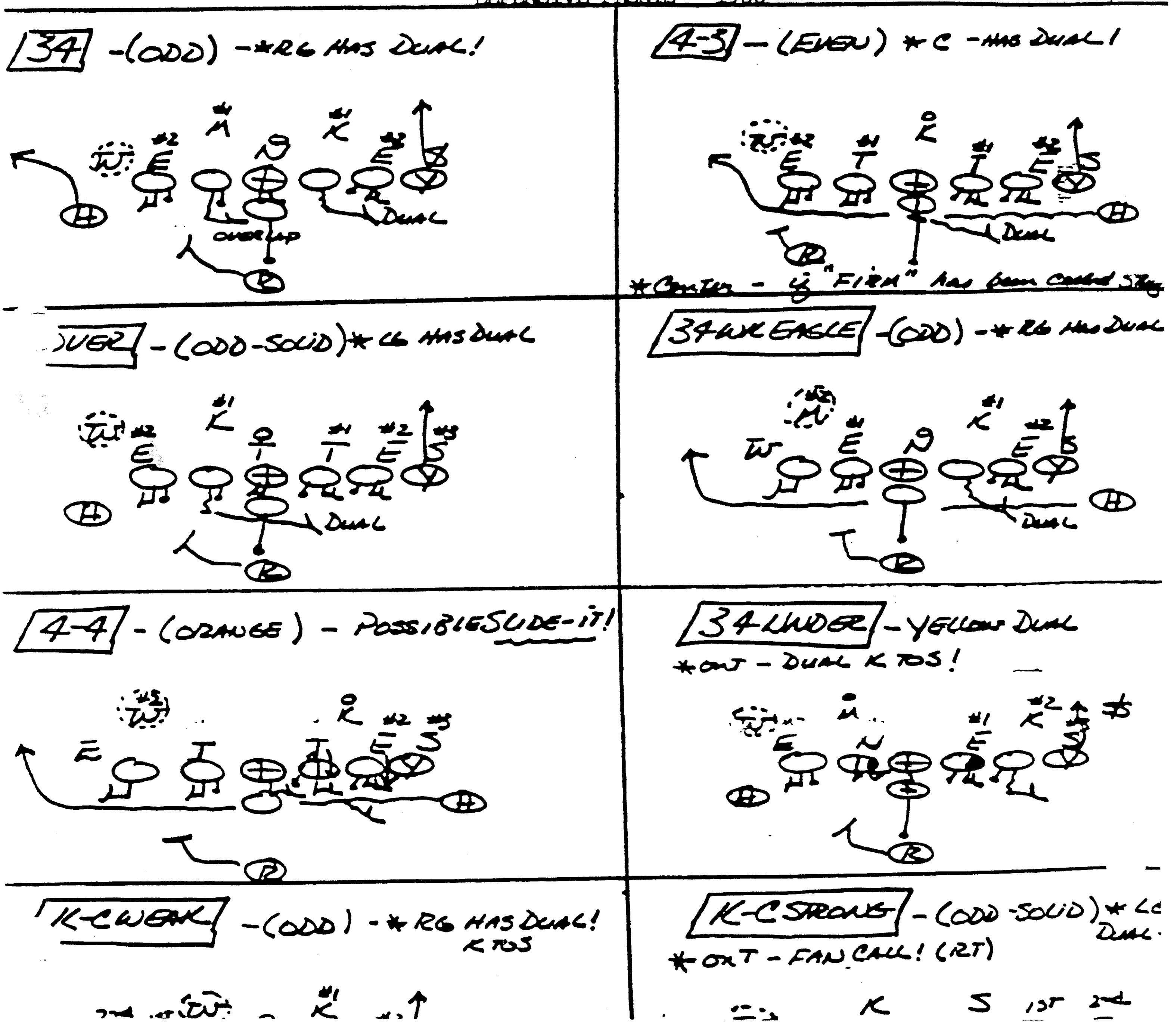
PASSING GAME

PROTECTIONS:

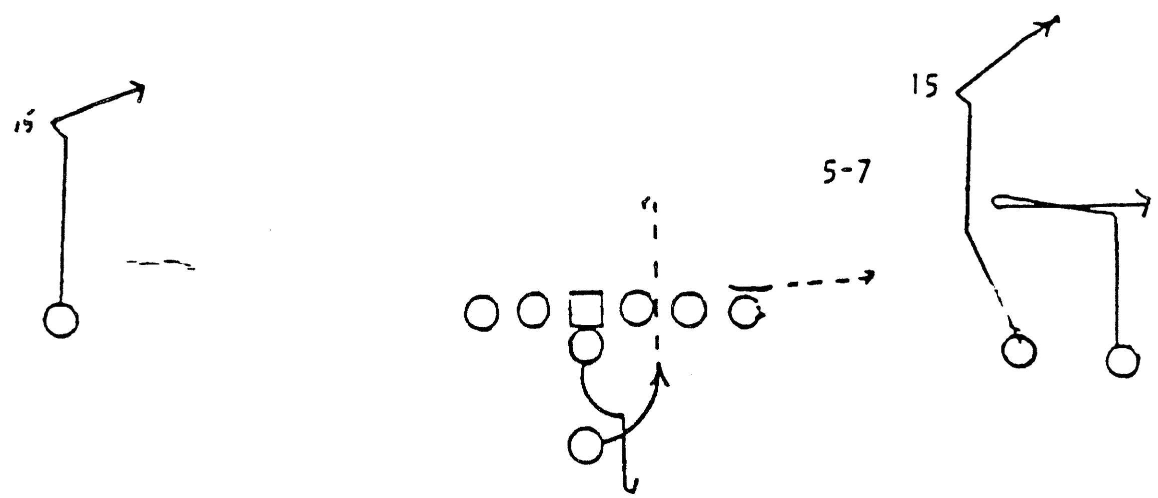
HI-LO PROTECTION (Triple Digit)

Hi-LO PROTECTION with TRIPLE DIGIT [illegible] differs from single digit in that our offensive line will block like SCAT PROTECTION! Our first uncovered lineman from the FORMATION CALL SIDE will have a DUAL READ responsibility. This protection will always be run from some form of SPREAD!

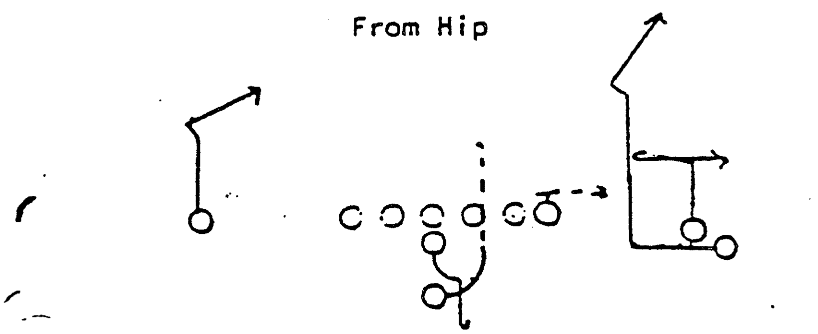
DEFENSIVE FRONTS - 1986



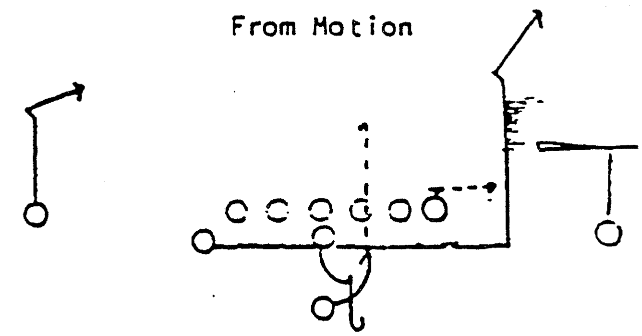
CHARLIE 40 872 (DEUCE)



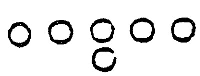
From Hip

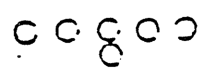


From Motion



CH40 772





KEY COACHING POINTS

QB = Play action strongisde read: MOF closed outside/in deep to short, throw off underneath coverage; MOF open work deep to short throw off underneath coverage. Backside by game plan. Responsible for W/S.

R = Fk 40/50 Gut; Ck Mike N/T, run Ck. Down (CP Blitz forget Fk. Attack Blitzer)

H = Route called (2)

Y = Block 40 Gut - alert vs. S/S blitz, block him, then flat

= Route called (7)

= Blitz adjust vs. W/S Blitz, route called (8)

PROTECTION

Charlie

FORMATIONS

Duce
Hip
Spread Motion
Trips
Trips Fake Whiz

PASSING GAME

PROTECTION:

DASH PROTECTION

RULES - TECHNIQUES - COACHING POINTS:

NOTE: The onside in this protection is the PROTECTION CALL SIDE - Example: DASH RIGHT - ONSIDE is right side; DASH LEFT - ONSIDE is left side! This protection is different than our other drop back protections (REGULAR; "OH'S"; HI-LO; SCAT; SCRAM; OPTION) in that the Quarterback will "ROLL" towards the call side after initially showing drop back action. Because of the Quarterback's rolling action, we always want to provide a PERSONAL ESCORT for him. This will mean that we will PULL an uncovered lineman out of the middle.

✓C MAN BLOCKING - "0" - (DROP BACK PROTECTION TECHNIQUE) - Versus an even call - explode back off the LOS - approximately 1 to 1½ yards deep - check linebacker - if he is not "blitzing" - PULL towards the point of attack outside the "H-BACK'S" block and look for SUPPORT - you are a personal escort for the Quarterback!

CALLS TO BE ALERT FOR:

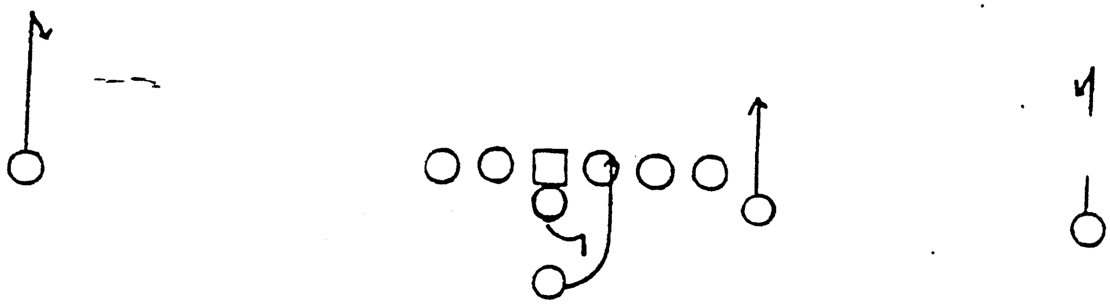
a) ODD or EVEN CALL - Your call - to determine the alignment of the defense and which uncovered lineman is the PERSONAL ESCORT MAN!

   1) ODD - Covered by a down lineman - set towards call side.

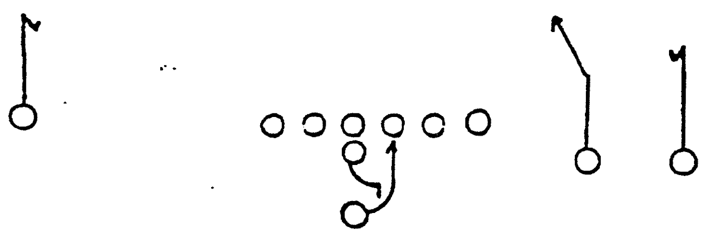
   2) EVEN - Covered by a linebacker - PULL!

b) ORANGE or YELLOW CALL - Your call - when uncovered - call to determine which side you are counting "0". ORANGE - to the right; YELLOW - to the left! Versus - 3 DOWN LINEMEN - make color call to the side the nose/tackle aligns. Versus - 4 DOWN LINEMEN - make the color call to the side that "Mike" aligns. If the "MIKE" has been substituted for such as in 3rd down looks (NICKEL; DIME; or QUARTER LOOKS) make the call to the PROTECTION CALL SIDE!

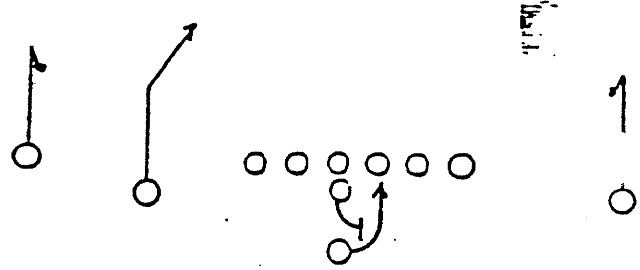
c) SWAP CALL - Set to block the defender aligned on the onside guard - AREA BLOCKING with the guard. Be prepared to handle a T-T TWIST - as you set, if the defender aligned on the guard LOOPS backside - rock back towards the offside guard and make a SWITCH CALL! NOTE: SWAP CALL will only come after an orange or yellow call.



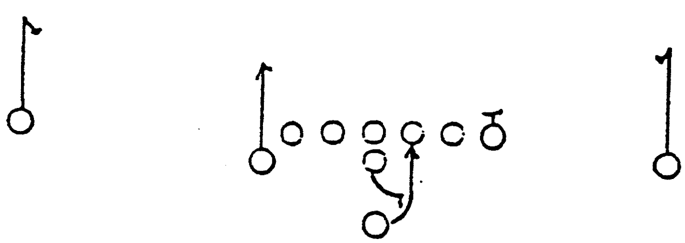
DUCE

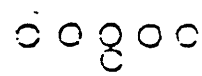


WALK



SPREAD





KEY COACH[illegible]

QB = One step off CH 40/50 fake; MOF closed throw away from rotation or easiest throw based on pre-snap look; MOF open wc-k inside/out strongside. Responsible for W/S.
R = Fake 40/50 Gut, Check Mike then check down
H = If outside run 8 yard Hitch, Fade vs. roll, in inside run vertical
Y = Aggressive block 40/50 Gut (alert for S/S blitz)
X = 8 yard Hitch, Fade vs. roll
Z = 8 yard Hitch, Fade vs. roll, if inside run vertical

PROTECTION

Charlie

FORMATIONS

Trips
Hip
Spread Mot
Spread
Dart
Trips Whiz
Freeze
Walk

CALLS TO BE ALERT FOR:

a) EVEN CALL - Set inside to block the #1 - unless he is aligned in a loose 3 technique. Be prepared to handle a T-T TWIST — same as SCAT PROTECTION!

b) SLIDE-IT CALL ... our call - in conjunction with an ORANGE YELLOW ... ter - AREA BLOCKING! If the ca... and the linebacker or 1st blitzer is aligned on or outside of you - make a SLIDE-IT CALL - open out and slightly back on your set - block any defender that rushes thru your "nose" to the PROTECTION CALL SIDE. Same as SCAT PROTECTION!

c) JOKER CALL - Call made by the onside tackle in conjunction with a SLIDE-IT CALL. The tackle is telling you that he will block the defensive end and for you to slide outside for the widest rusher!

d) SLIDE RT or SLIDE LT-4 man slide from offside guard to onside tackle-AREA BLOCKING. SLIDE RT -means to slide right;SLIDE LT-means to slide left.Same as SCAT PROTECTIO

d) FAN CALL - If onside tackle makes FAN CALL - set to block the defender aligned on the tackle! Use a WIDE RUSH SET! Same as SCAT PROTECTION!

ON T

MAN BLOCKING - #2 - (DROP BACK PROTECTION TECHNIQUE). If #2 is a linebacker - DUAL READ. Same as SCAT PROTECTION!

CALLS TO BE ALERT FOR:

a) SLIDE-IT CALL - AREA BLOCKING - open out to block the widest rusher on the LOS - same as SCAT PROTECTION!

b) JOKER CALL -Your call - in conjunction with a SLIDE-IT CALL. If there is a wide rush end and another defender aligned outside on LOS make a JOKER CALL to the guard and set to block the WIDE RUSH END all the way!

c) SLIDE RT or SLIDE LT - 4 man slide from offside guard to onside tackle-AREA BLOCKING. SLIDE RT-means to slide righ SLIDE LT-means to slide left. Same as SCAT PROTECTION!

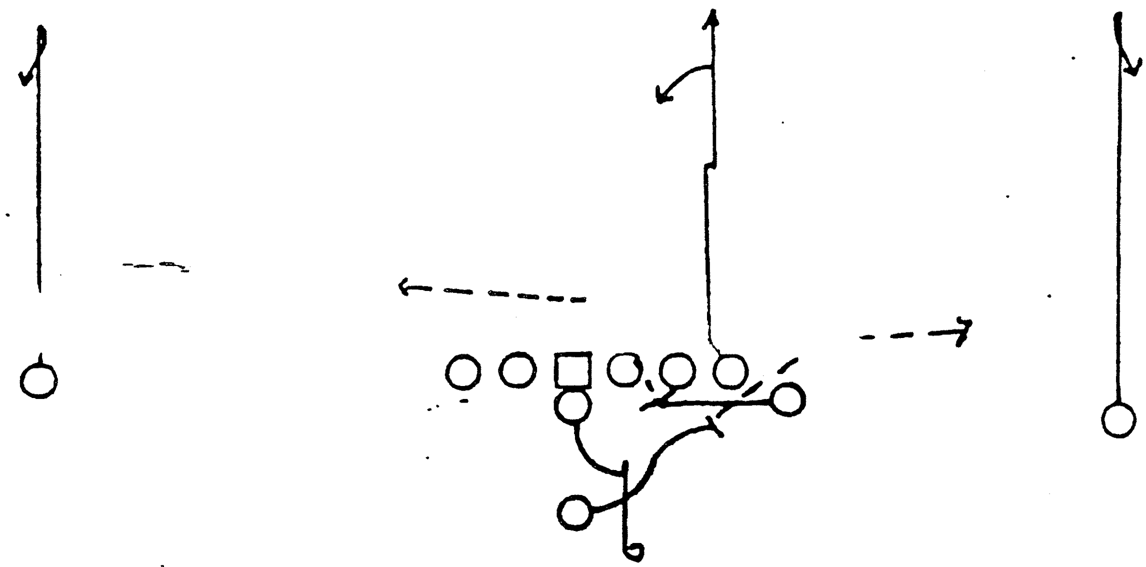
d) FAN CALL - Your call - if covered by a down lineman and rush-end aligned on tight end (K-C LOOK) - make FAN CALL - set accordingly to block the wide-rush end! Same as SCAT PROTECTION!

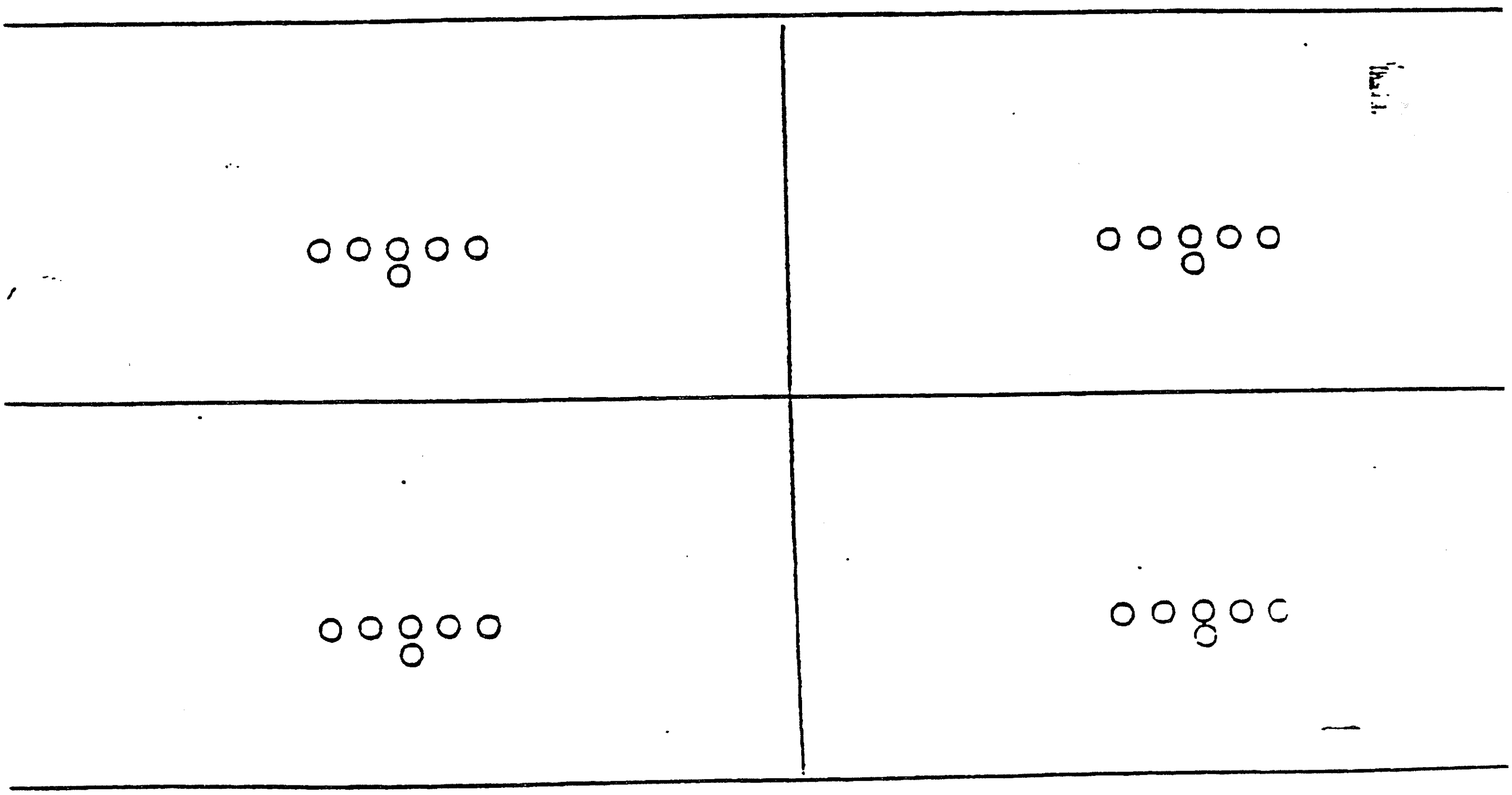
OFF G

MAN BLOCKING - #1 - (DROP BACK PROTECTION TECHNIQUE). Same as SCAT PROTECTION! NOTE: If covered by a down lineman and linebacker walks up or threatens the center-guard gap (1 GAP) - set inside and block the linebacker.

CALLS TO BE ALERT FOR:

a) ODD-SOLID - Center is telling you to DUAL READ (Mike to Sam). Same as SCAT PROTECTION!





KEY COACHING POINTS

QB = Play action strongside read; MOF closed work outside/in deep to short; MOF open work inside/out deep to short, throw off underneath coverage. Responsible for W/S blitz.

S.B.(H) = Check Mike,or 1st LB'er inside out counting Mike, run over

W.B.(R) = Fake 40 Gut, check # 1st LB'er inside not counting Mike, run over

X = 1st Digit (5) Fade vs. Roll,adjust

PROTECTIONS

CH 60/70

FORMATIONS

Trips Bang
Near

✓ON T MAN BLOCKING - #2 - (DROP BACK PROTECTION TECHNIQUE). If #2 is a linebacker - set back and slide towards the defensive end. As you set, "eyeball" the linebacker - if he drops try to meet the defensive end square. When you feel the "H-BACK" make contact - step around this block and look for the scrape-off linebacker.

CALLS TO BE ALERT FOR:

/ a) ORANGE or YELLOW CALL - Color call your side - disregard the first linebacker in your counting as he is "0". Set to block #2 - who will usually be the defensive end!

/ b) ODD-SOLID CALL - An alert to you that the first line-backer or blitzer to your side is #2. If linebacker is aligned inside of you - explode back off LOS using an inside set - "eyeball" the linebacker - if he drops help on the defensive end or pick up the TRASH inside!

/ c) ROCK-IT or LOAD-IT - Set to block the defensive end. When you feel the "H-BACK" make contact - step around this block and look for the scrape-off linebacker.

OFF G / MAN BLOCKING - #1 - (DROP BACK PROTECTION TECHNIQUE). If #1 is a linebacker - set back approximately 1 to 1½ yards deep - use an inside set as if to SWING-THE-GATE. If #1 is a down lineman - use onside set - be prepared to handle a T-T TWIST - if the defender on you LOOPS onside - keep sliding flat to onside and make a SWITCH CALL to onside guard and switch off. AREA BLOCK all backside TWISTS (T-E; E-T) with the offside tackle! (SWING-THE-GATE).

CALLS TO BE ALERT FOR:

/ a) ODD-SOLID - Center is telling you to set back approx-imately 1 to 1½ yards deep - check linebacker - if he is not blitzing - PULL towards the point of attack outside the "H-BACK'S" block and look for SUPPORT!

/ b) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING. ROCK-IT - slide right; LOAD-IT - slide left! Use a lateral set to block the defender aligned on the center. If his hip goes away-be alert for someone twisting or blitzing back into your area!

OFF T / MAN BLOCKING - #2 - (DROP BACK PROTECTION TECHNIQUE). Alwa[ys] use an inside set as if to SWING-THE-GATE. This is a deeper set than we normally take. This will allow us to AREA BLOCK all backside twists and blitzes!

"Y" Run Pattern Called!

"R-BACK" "R" is responsible for flash faking 60/70 Outside and blocking #3. If #3 doesn't rush, check the strong safety blitz.

"H-BACK" ~~1st~~ Linebacker inside-out including "MIKE". Defender doesn't come - chec

HI/LO TRIPLE

616
212 "H" Flat
668 Read
666 Read
696 "H" Post
996
717 "H" Flat

PASSING GAME

PROTECTION:

CHARLIE 60-70 PROTECTION

RULES - TECHNQIUES - COACH[illegible]G PO[illegible]TS:

NOTE: The onside in this protection is the side of the action called. Example: CHARLIE 60 - the ONSIDE is the right side. CHARLIE 70 - the ONSIDE is the left side.

C — BACKSIDE GAP - BACKSIDE LINEBACKER - SLIDE THE BACK DOOR- (SLIDE BLOCKING SCHEME). Same as Charlie 40-50 Protection!

ON G — MAN BLOCKING - #1 - If #1 is a linebacker, slide aggressively towards the nose/tackle. If #1 is a down lineman - read his alignment - block under the chin - HIGH PRESSURE CONTROL! Same as Charlie 40-50 Protection!

CALLS TO BE ALERT FOR:

a) SLIDE-IT CALL - If your onside tackle makes a SLIDE-IT CALL - take a 2 to 3 inch lateral step (PIVOT STEP) with your onside foot - PUNCH and PIVOT - slide the back door. Same as Charlie 40-50 Protection!

ON T — MAN BLOCKING - #2 - If #2 is a down lineman - read his alignment - block under the chin - HIGH PRESSURE CONTROL! If #2 is a linebacker -- find the BIG END. If aligned over the tight end - take short lead step - explode - block near number of the RUSH-END!

CALLS TO BE ALERT FOR:

a) SLIDE-IT CALL - Your call - in order to handle the overshifted looks it is critical you recognize where the defensive end aligns. If he aligns on your onside guard - make a SLIDE-IT CALL and block down aggressively on the END! Step with your near foot - if the [illegible] away, throttle down a[illegible]d get [illegible] control. Look for a blitz or twist coming from the BACK SIDE!

OFF G — FIRST MAN ON LOS (FAN) - SLIDE BLOCKING SCHEME - AREA PROTECTION. Same as Charlie 40-50 Protection!

OFF T — SECOND MAN ON LOS (FAN) - SLIDE BLOCKING SCHEME - AREA PROTECTION. Same as Charlie 40-50 Protection!

CALLS TO BE ALERT FOR:

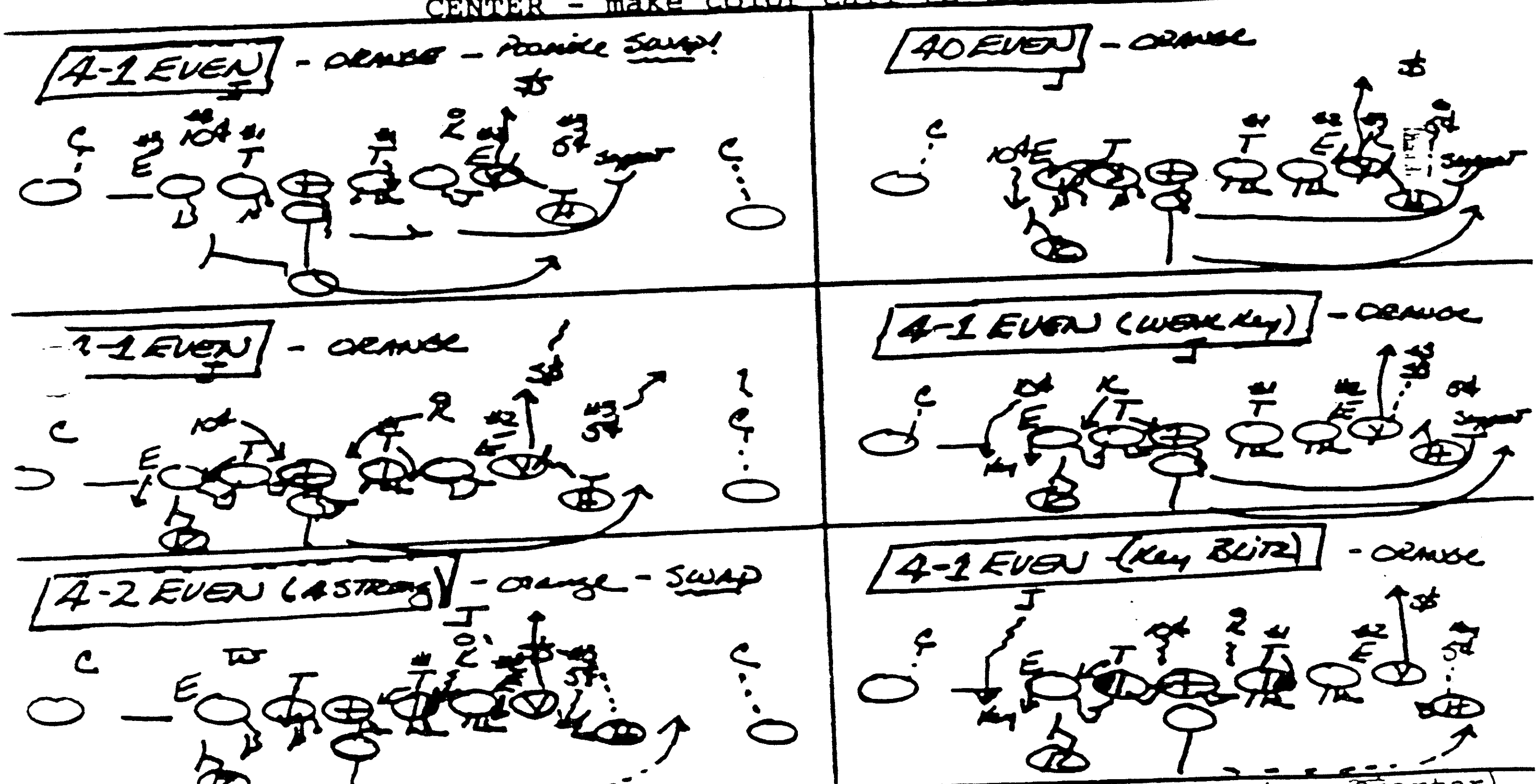
a) TOM CALL - Your call - if guard is covered by a lineback[illegible]

SPECIAL SITUATIONS - 3RD AND MEDIUM TO LONG

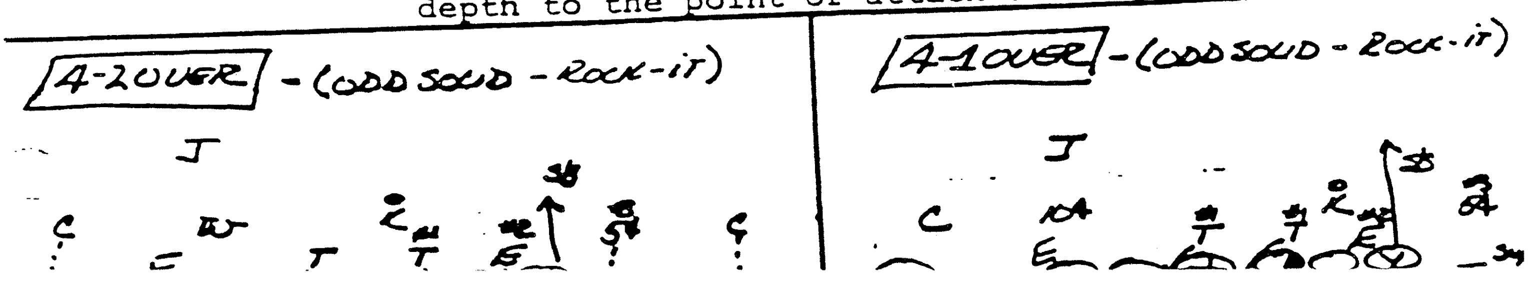
(DASH PROTECTION VS NICKEL; DIME; QUARTER LOOKS)

DASH and SPRINT are excellent protections to help slow down the defensive rush or get away from the internal blitzes that defenses may employ in their 3rd down package. These two protections allow our QB to break contain and put pressure on the secondary with a run-pass option. In a definite passing situation (2nd and long or 3rd and medium or long) our center will alert the offensive line to remain in a PRE-SET position with a RACE HORSE CALL. Whether they have NICKEL; DIME; or QUARTER personnel in the game will not affect how we make our calls!

a) EVEN LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter). CENTER - make color call to the PROTECTION CALL SIDE!



b) OVER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter). CENTER - make an ODD SOLID CALL with a Rock-it or Load-it call - when covered by a down lineman and onside guard and tackle covered by down lineman and BLITZER stacked in general area! NOTE: CENTER and ONSIDE GUARD -- if no one rushes into your "AREA" - pull -- getting some depth to the point of attack looking for SUPPORT!



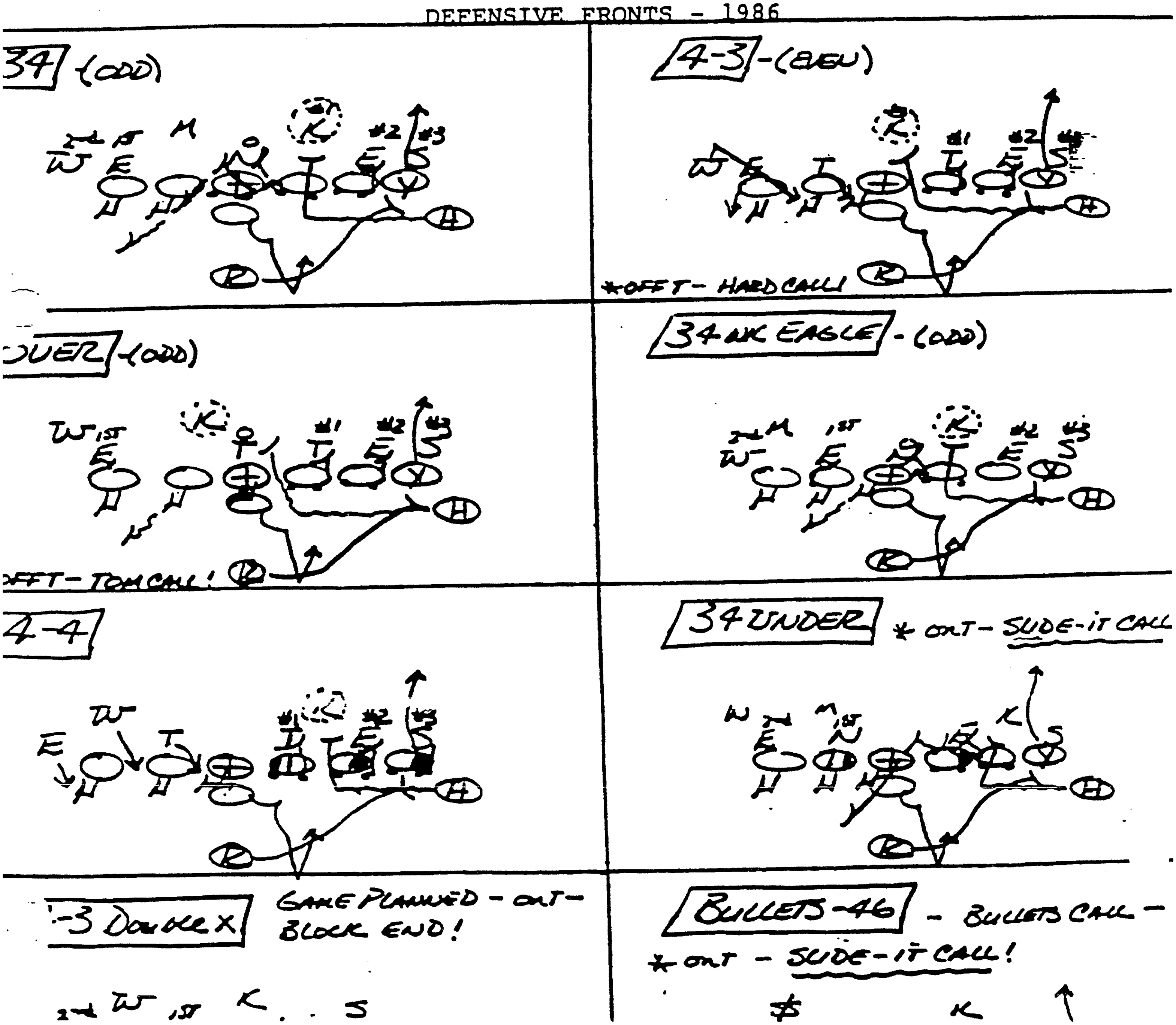
PASSING GAME

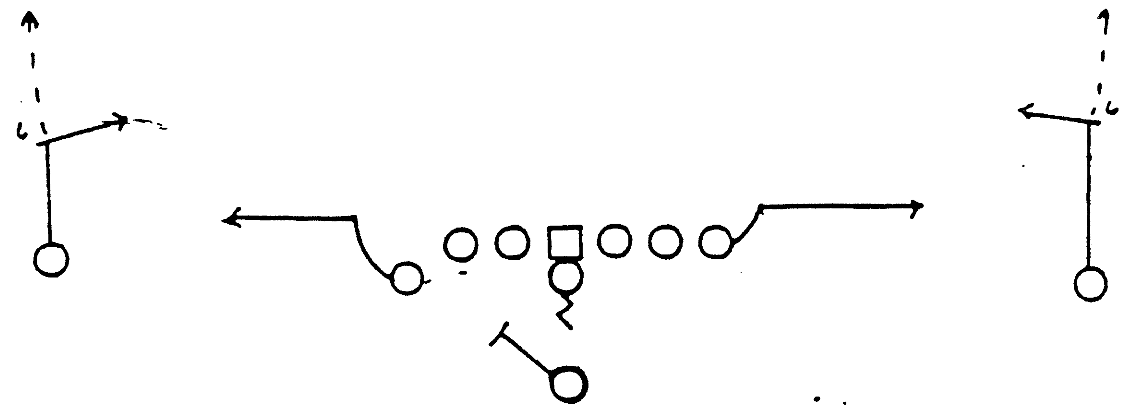
PROTECTION:

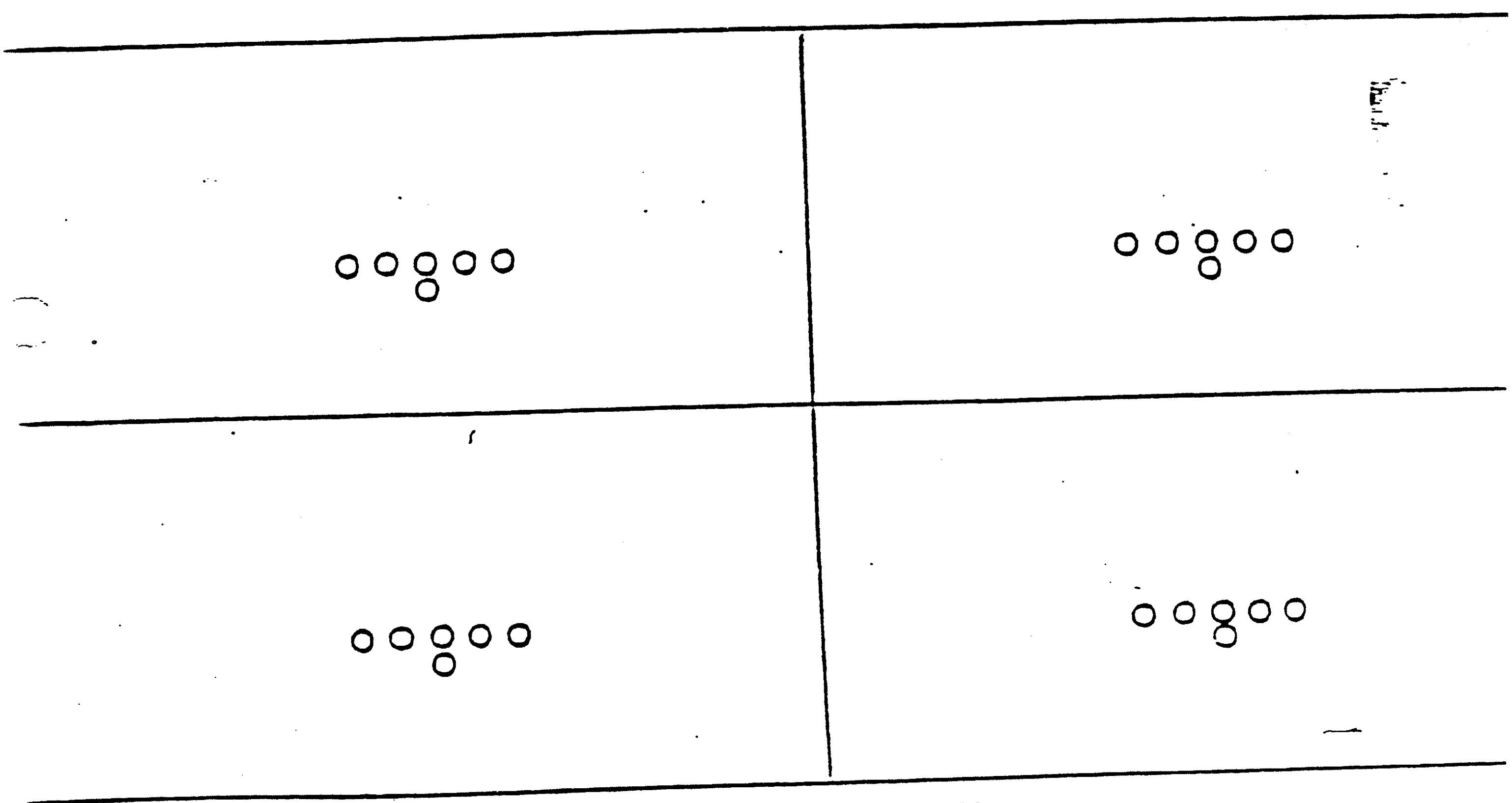
CHARLIE 60-70 PROTECTION

"CHARLIE" 60-70 Protection is exactly the same for the offensive line as CHARLIE 40-50! "H"; "R"; and "Y" will switch responsibilities giving us greater flexibility in our play action passing game. "H-BACK" will have a blocking responsibility of 1st linebacker from inside-out including "MIKE". "R-BACK" will block #3 to the strong safety and "Y" will be involved in pattern!

DEFENSIVE FRONTS - 1986







KEY COACHING POINTS

QB = Coverage read, MOF closed throw away from rotation; work outside/in deep to short; MOF open pick a side and throw off underneath coverage.
S.B.(R) = 1st LB'er inside out not counting Mike
W.B.(H) = Free release run tag (flat)
X = 1st Digit (2) Fade vs. Roll, adjust vs. W/S Blitz
Y = 2nd Digit (1) vs. S/S Blitz run thru
Z = 3rd Digit (2) Fade vs. Roll

PROTECTION

Hi/Lo Triple Digi

FORMATIONS

Spread
Unit
Trips Whiz

TABLE OF CONTENTS

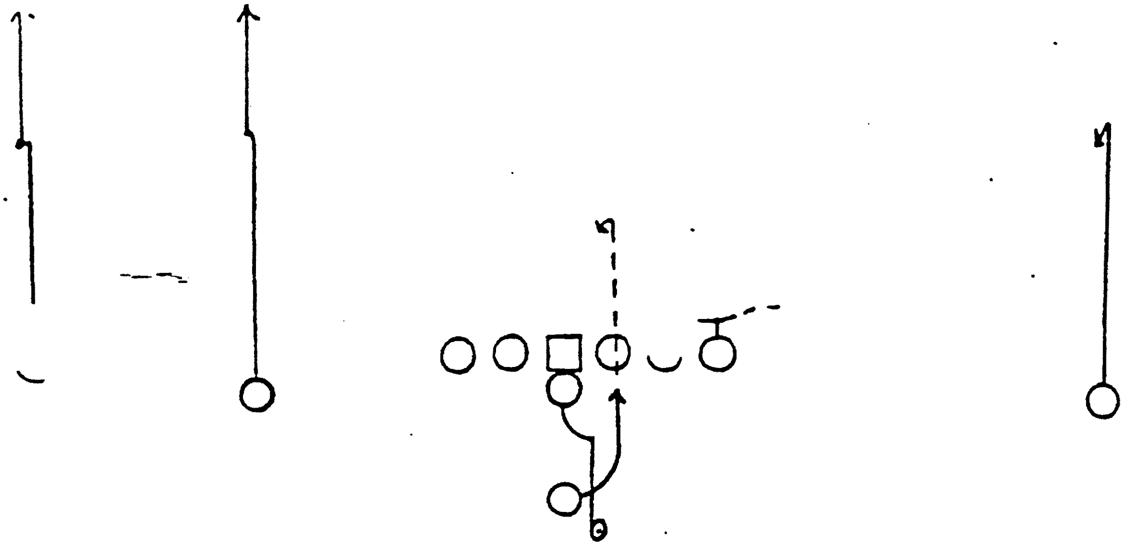
("CHARLIE" 60-70 PASSING)

TOPIC:

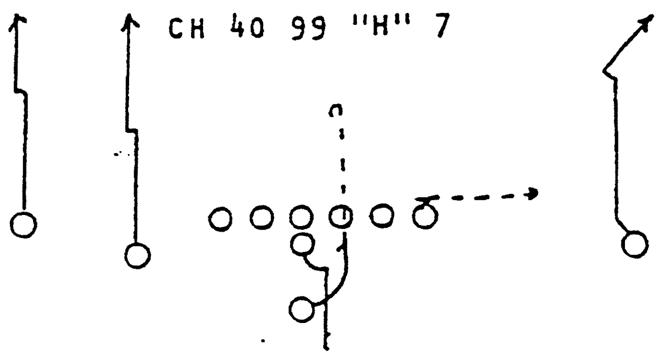
DASH

39 CB (Screen)
Fake 72
"H" 7 "R" Hide
Zero 87

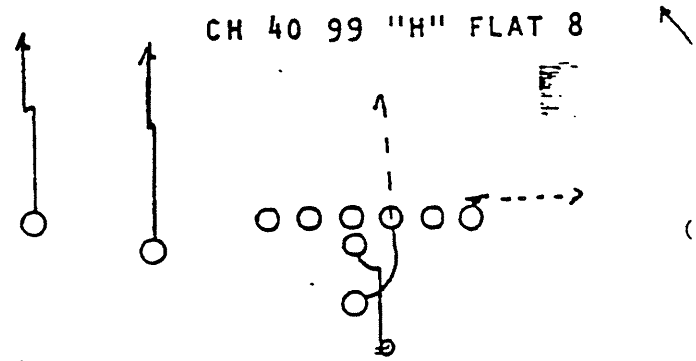
CH 40 99 "H" [illegible] UMP

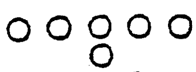


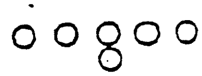
CH 40 99 "H" 7



CH 40 99 "H" FLAT 8







KEY COACHING POINTS

QB = Play action weakside read; stay weak unless W/S works weak; vs. weak rotation or MOF open work backside 9's. Responsible with Z for W/S.

R = Fk 40/50 Gut; Ck Mike, N/T run Ck Down (CP If blitz forget fake, attack blitzer)

Z = 9 route fade vs. roll or press adjust vs. W/S Blitz

Y = Ck Sam; Run Sally/Rose if S/S blitz must blk him

X = 9 route, fade vs. roll or press

PROTECTION

Charlie

FORMATIONS

Walk

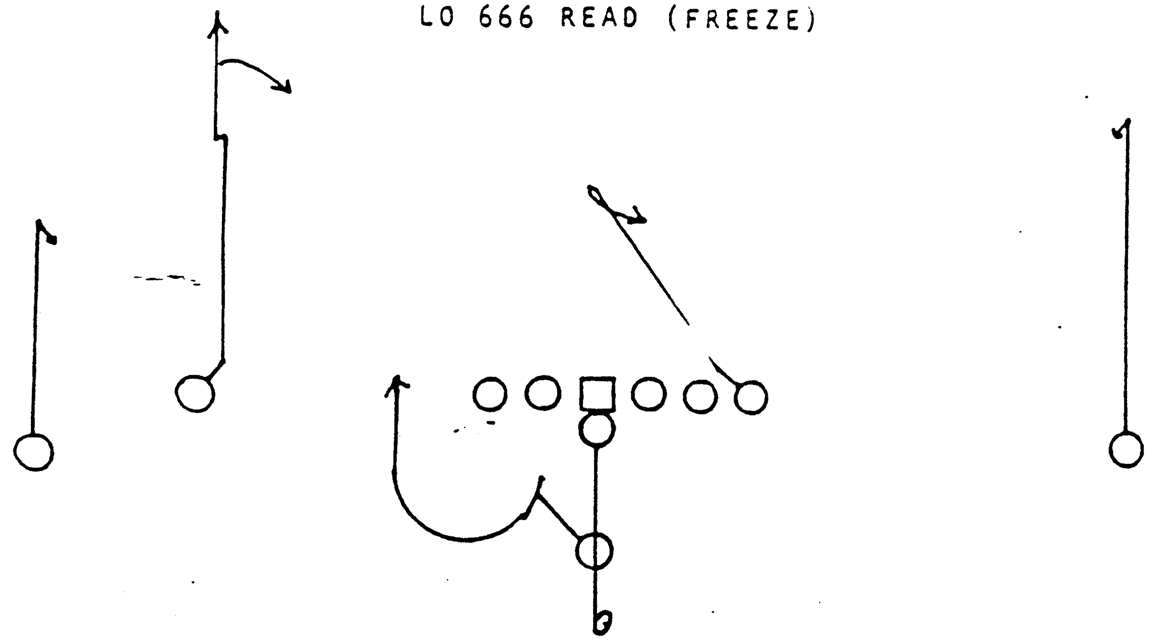
Spread Slot Long

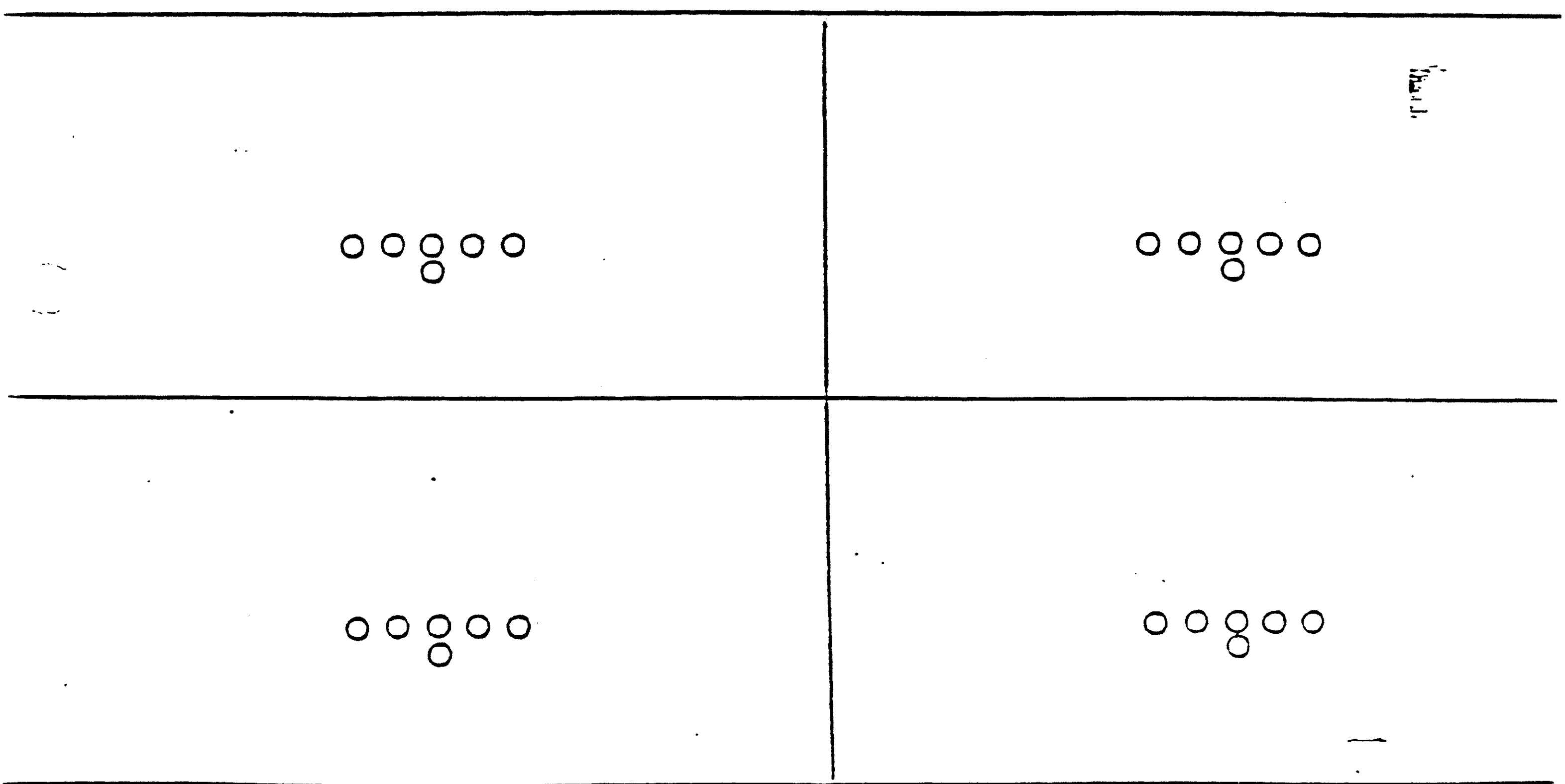
Trips Slot Jet Out

Walk Zoom

Walk Zip

LO 666 READ (FREEZE)





KEY COACHING POINTS

QB = Coverage read, MOF closed throw away from rotation work outside/in; MOF open work weak deep/short inside/out.

S.B.(R) = Go weak, 1st LB'er inside out not counting Mike, Loop

W.B.(H) = Free release run 8 yard Hitch, Fade vs. Roll

X = 1st Digit (6) adjust vs. W/S Blitz

PROTECTIONS

Hi/Lo Triple Dig

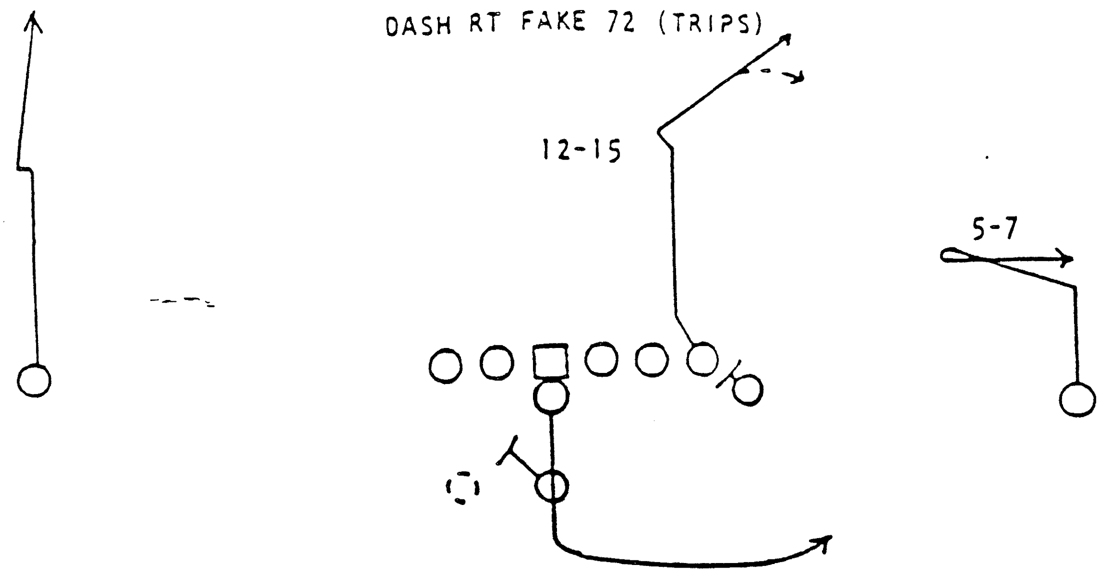
FORMATIONS

Freeze
Trips Long Whiz

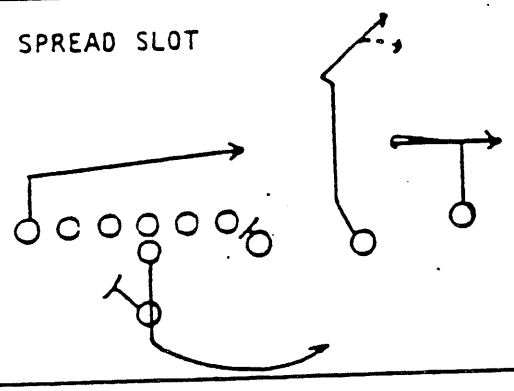
CHARLIES

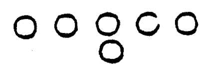
585 Over
989 Over
428
872
772
191
"H" 6 & Pump
"H" 7
"H" Flat 8
CH 60 819 CB
CH 60 585 Over

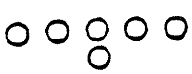
DASH RT FAKE 72 (TRIPS)

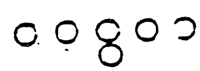


SPREAD SLOT









KEY COACHING POINTS

QB = 5 step ... ll to call with depth to numbers, read inside/out deep to short and throw off underneath coverage. Run/ Pass option.

R = 1st linebacker inside/out not counting Mike, swing the gate vs. inside blitz.

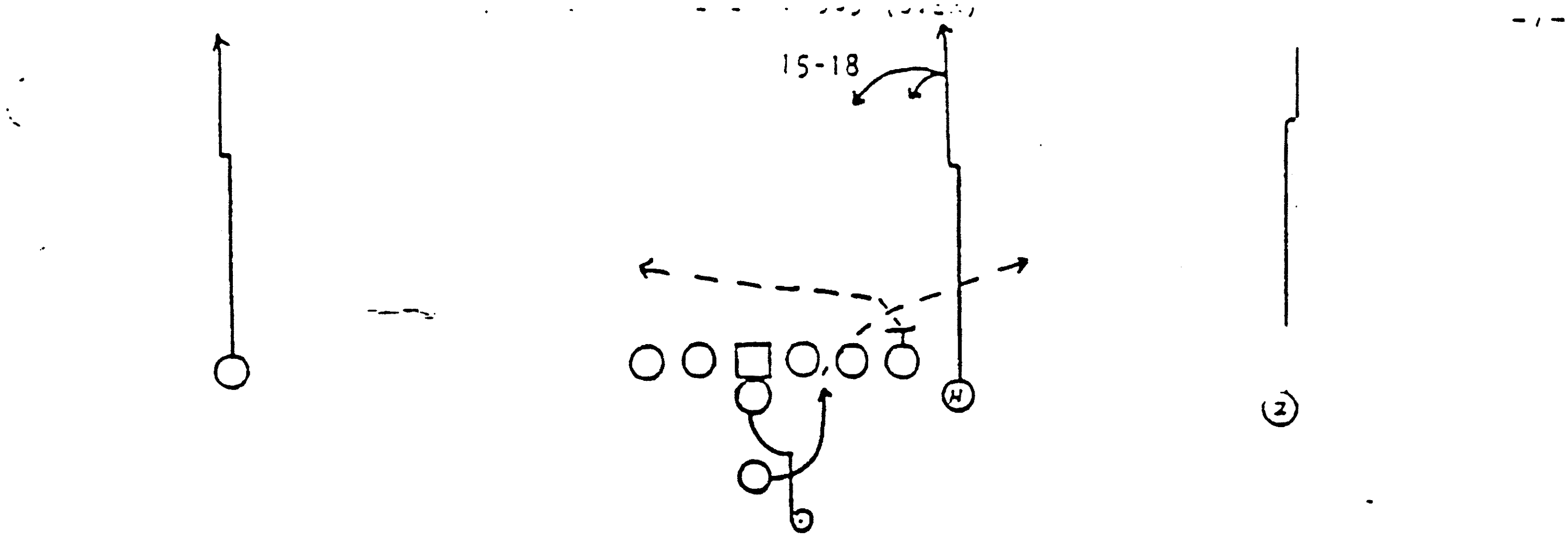
H = Dash Protection
Y = Route called (7), (2 Route backside)
Z = Route called (Fake 2) no adjustment vs. press (Slot 7)
X = Blitz adjust vs. W/S blitz
8 route, (Slot Fake 2)

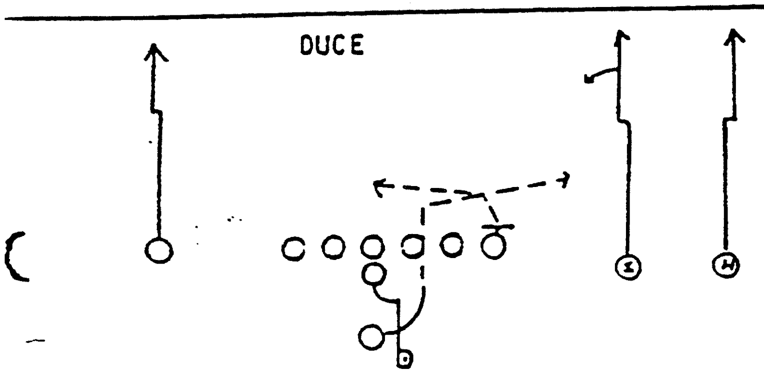
PROTECTION

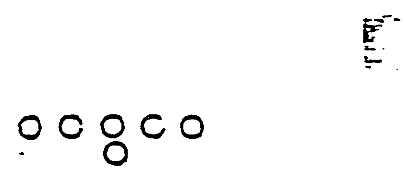
Dash

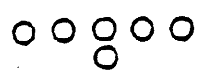
FORMATIONS

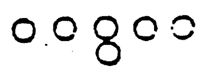
Trips
Trips Fake Whiz
Spread Motion
Trips Zoom
Trips Fake Zoom
Trips Fly
Hip
Spread Slot
Trips Slot Whiz











KEY COACHING POINTS

QB = Play action, strongside read, MOF open read deep to short inside/out; MOF c[illegible] in deep to short; X by game plan or W/S blitz.

R = Fk 40/50 Gut, Ck Mike N/T run sneak; (CP Blitz forget fake, attack blitzer

H = Route called (8)

Y = Block 40 Gut, Over (Alert for S/S Blitz), then flat

' = Route called (9)

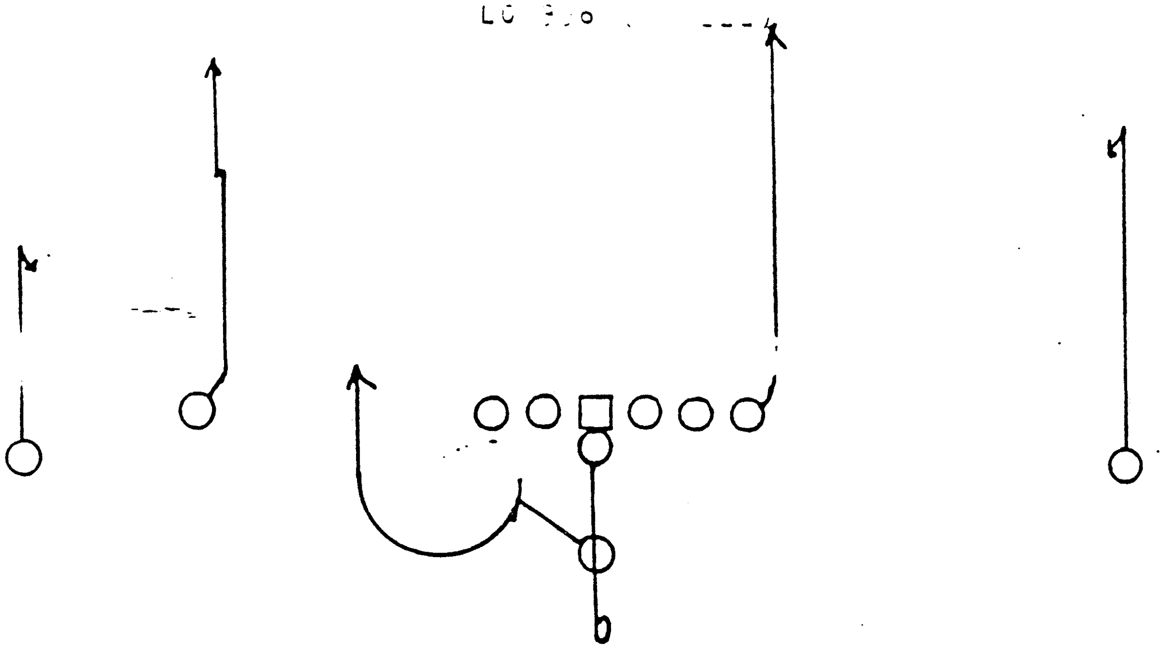
= Blitz adjust vs. W/S blitz, route called (9)

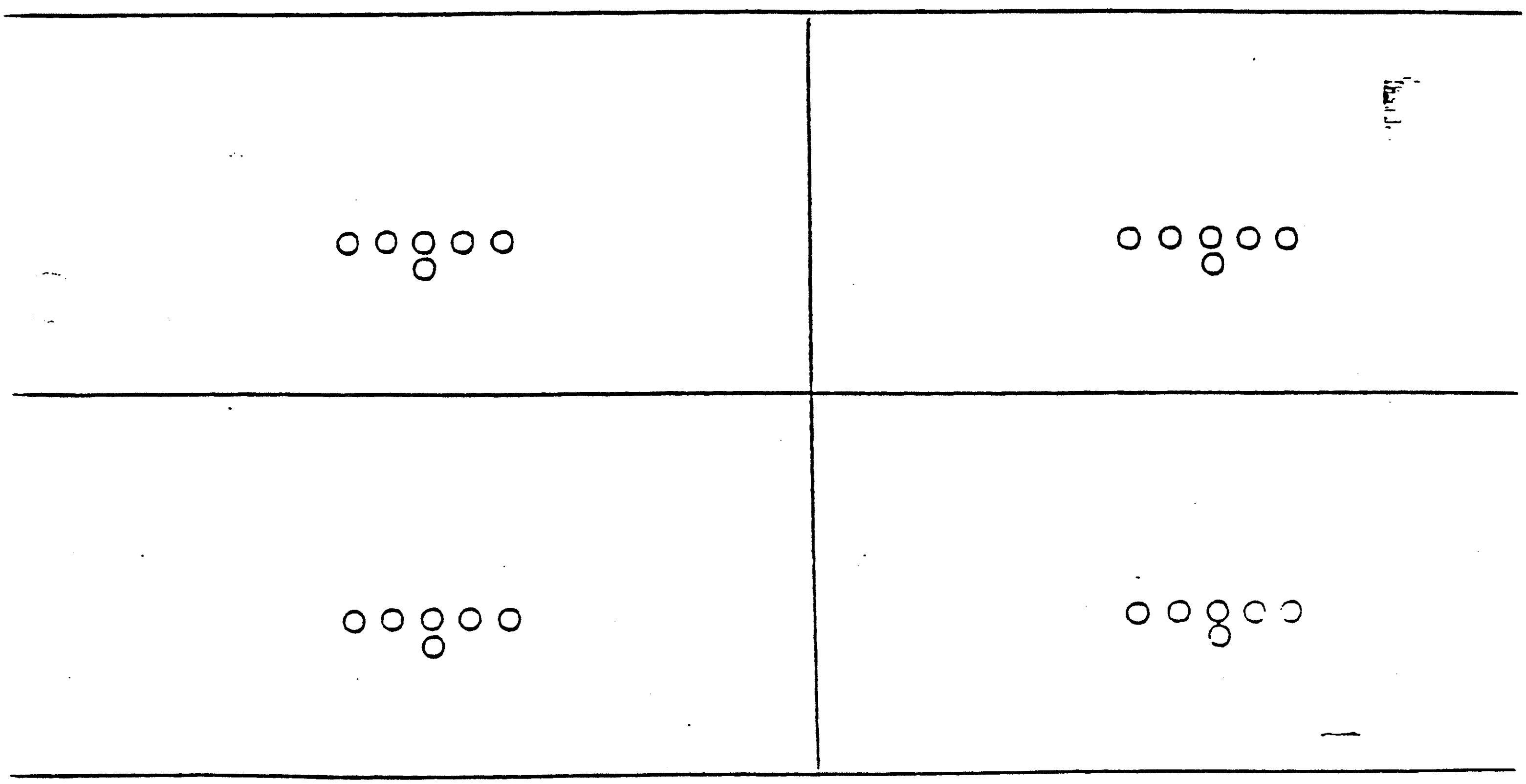
PROTECTION

Charlie

FORMATIONS

Trips
Trips Fake Whiz
Trips Fly
Trips Zoom
Trips Fake Zoo.
Spread Motion
Duce (Zoom)(ZIP)(
Walk





KEY COACHING POINTS

QB = Coverage read, MOF closed throw away from rotation, work outside/in; MOF open pick a side and work inside/out deep to short.

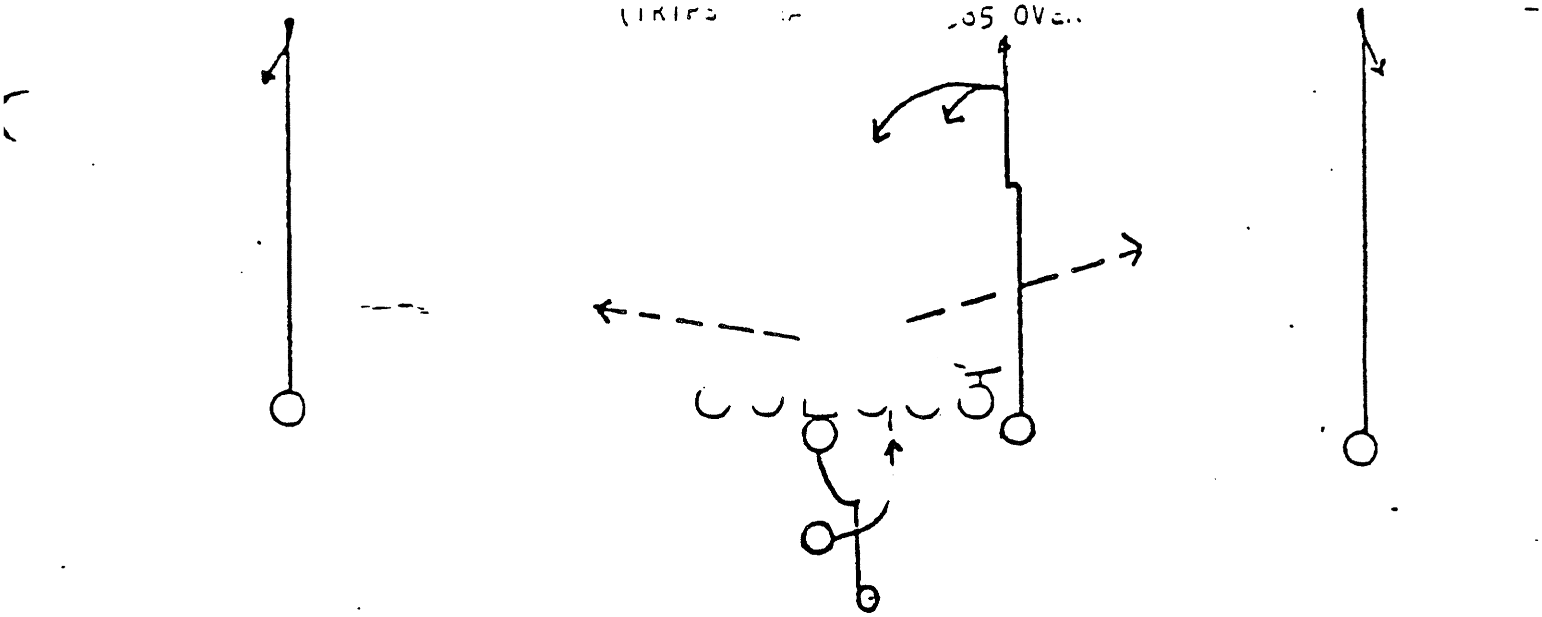
S.B. = 1st LB'er weak inside out not counting Mike
W.B. = 8 yard Hitch, Fade vs. Roll
"X" = 1st Digit, inside 9, adjust vs. W/S Blitz
"Y" = 2nd Digit (9) Pressure outside release
"Z" = 3rd Digit (6) Fade vs. Roll, Wide Split

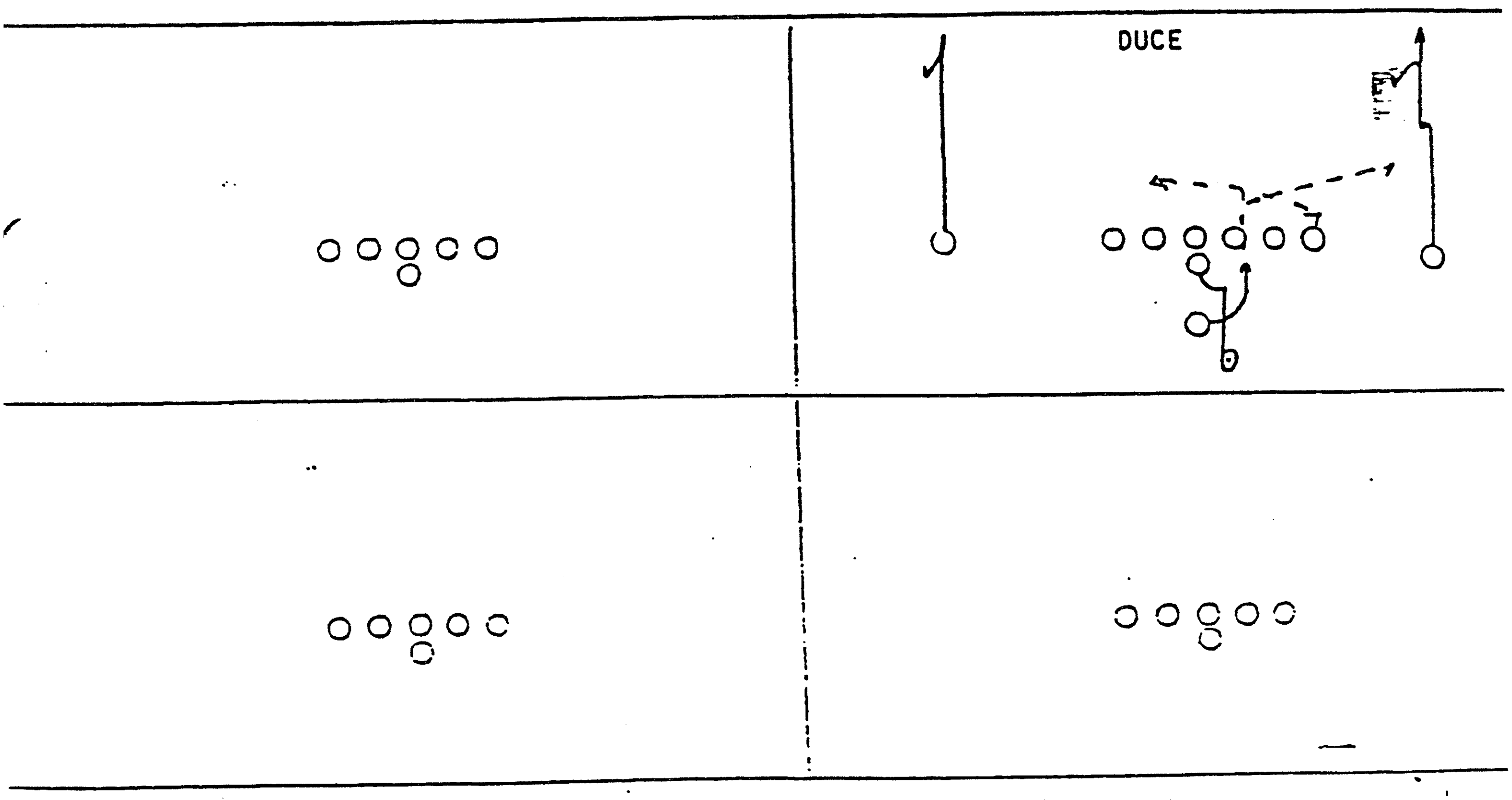
[illegible]

Hi/[illegible] Triple Digit

FORMATIONS

Freeze
Trips Long Whiz





KEY COACHING POINTS

QB = Play action strongside read; MOF open read inside/out, deep to short; MOF closed work outside/in deep to short. Responsible with X for W/S.

R = Fk 40 Gut, Ck Mike N/T run sneak (CP Blitz, forget Fake, attack blitzer

H = 8 route read middle

Y = Block 40 Gut, over (alert for S/S Blitz)

Z = 5 route, fade vs. press

X = 5 route, fade vs. press, blitz adjust vs. W/S blitz

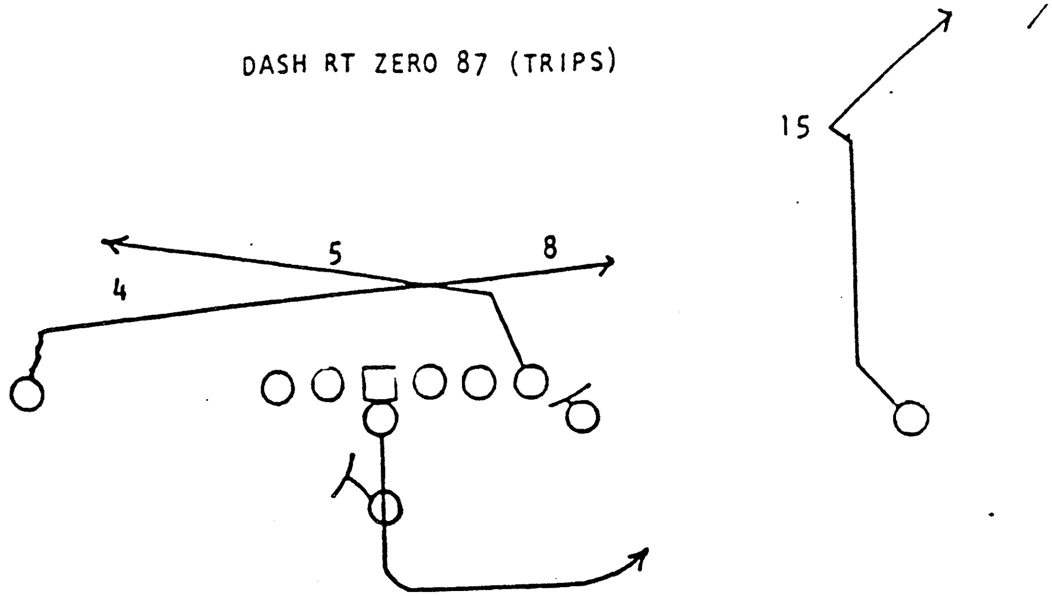
PROTECTION

Charlie

FORMATIONS

Trips
Hip
Duce
Duce Zoom
Duce Zip
Duce Fly
Spread Motion

DASH RT ZERO 87 (TRIPS)





KEY COACHING POINTS

QB = 5 step drop and roll to call with depth to numbers; read deep to short and throw off underneath coverage; run/pass option; can throw blitz adj.

R = Check 1st linebacker Inside/out not counting Mike; swing gate vs. inside blitz.

H = Dash Protection, Check Sam N/T, Clean off tackle

Y = 2 Route

Z = 7 Route

X = Blitz adjustment vs. W/S Blitz

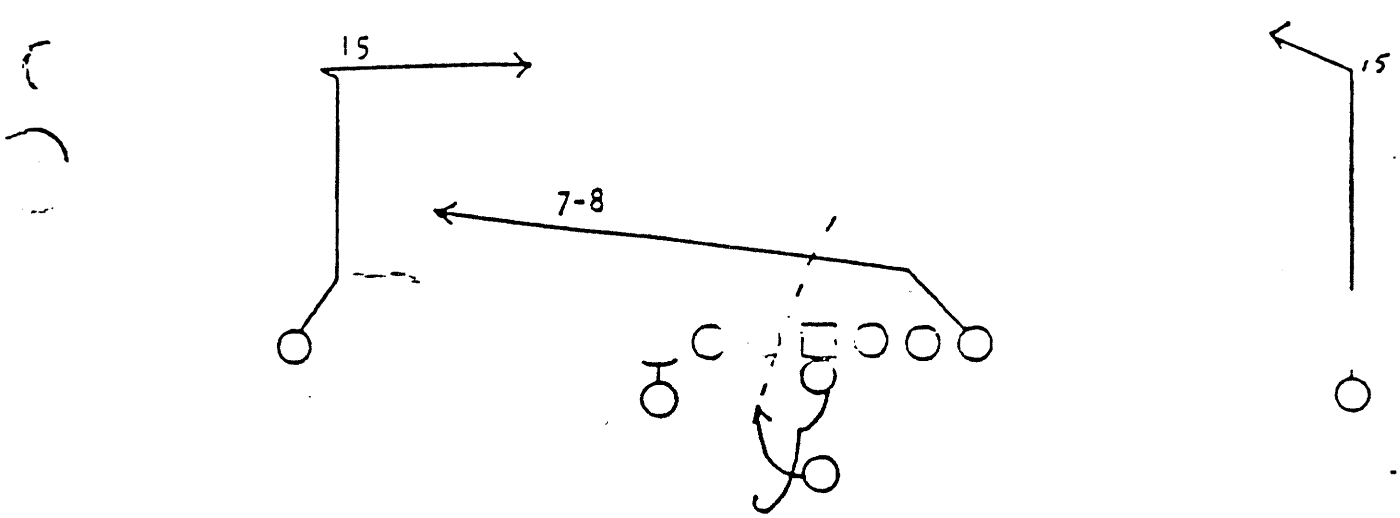
PROTECTION

Dash

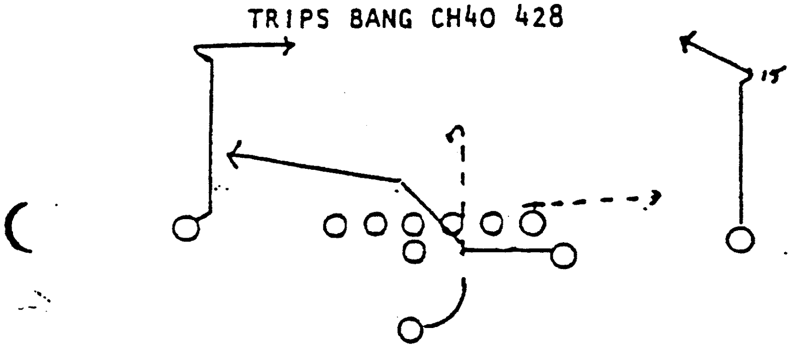
FORMATIONS

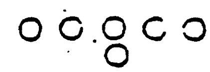
Trips
Trips Fake Whiz
Spread Motion
Trips Zoom
Trips Zip

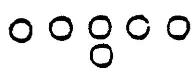
CHARLIE [illegible] (SPREAD)

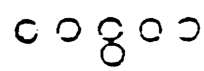


TRIPS BANG CH40 428









KEY COACHING POINTS

QB = Play action, weakside read; work outside/ in deep to short regardless of MOF; W/S works weak, can throw 8 backside or by game plan. Responsible for W/S blitz.

R = Fk 40/50 Gut, Check Mike N/T; run Ck. down (CP. blitz forget Fk, attack blitzer)

= Block 50 Gut, if to your side, then flat, away run route (2)

Y = Block Gut if to you, then flat, route called if away (alert S/S Blitz)

Z = Route called (8)

X = Blitz adjust vs. W/S blitz; 4 route vs. no blitz

Single receiver 1st digit

PROTECTION

Charlie

FORMATIONS

Spread
Trips Whiz
Trips Zoom
Trips Fake Zoom
Spread Fake Moti

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(REGULAR - 3 DIGIT PASSING)

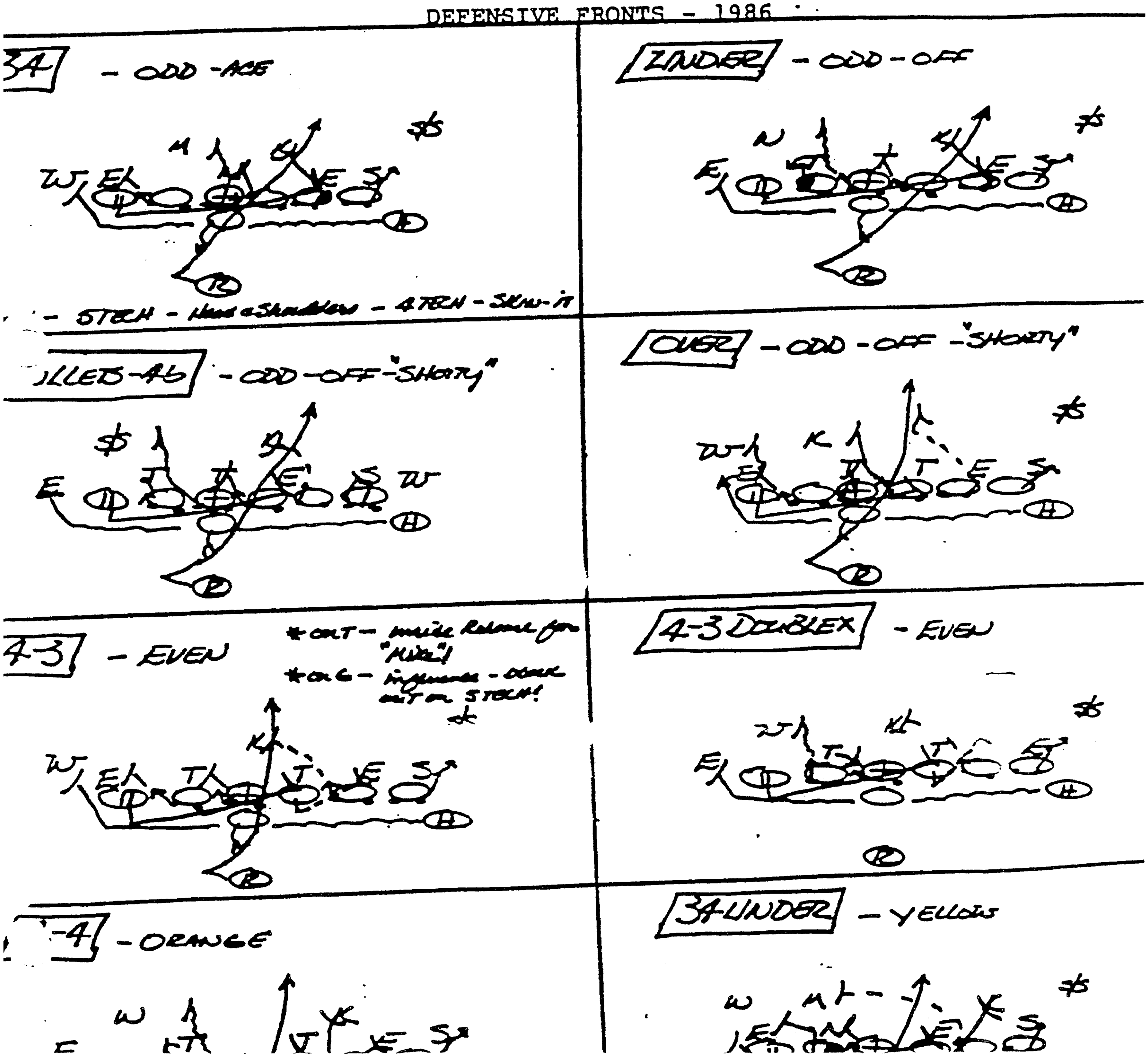
RUNNING GAME

PLAY NO.

COUNTER 20-30 OTT

CHANGE UP BLOCKING SCHEME for the 20-30 [illegible] - means - OFFSIDE TACKLE TRAPS and the "R-BACK" will step opposite the trapping hole! This blocking scheme gives excellent blocking angles to the offensive line while still hitting with great quickness towards the hole!

DEFENSIVE FRONTS - 1986



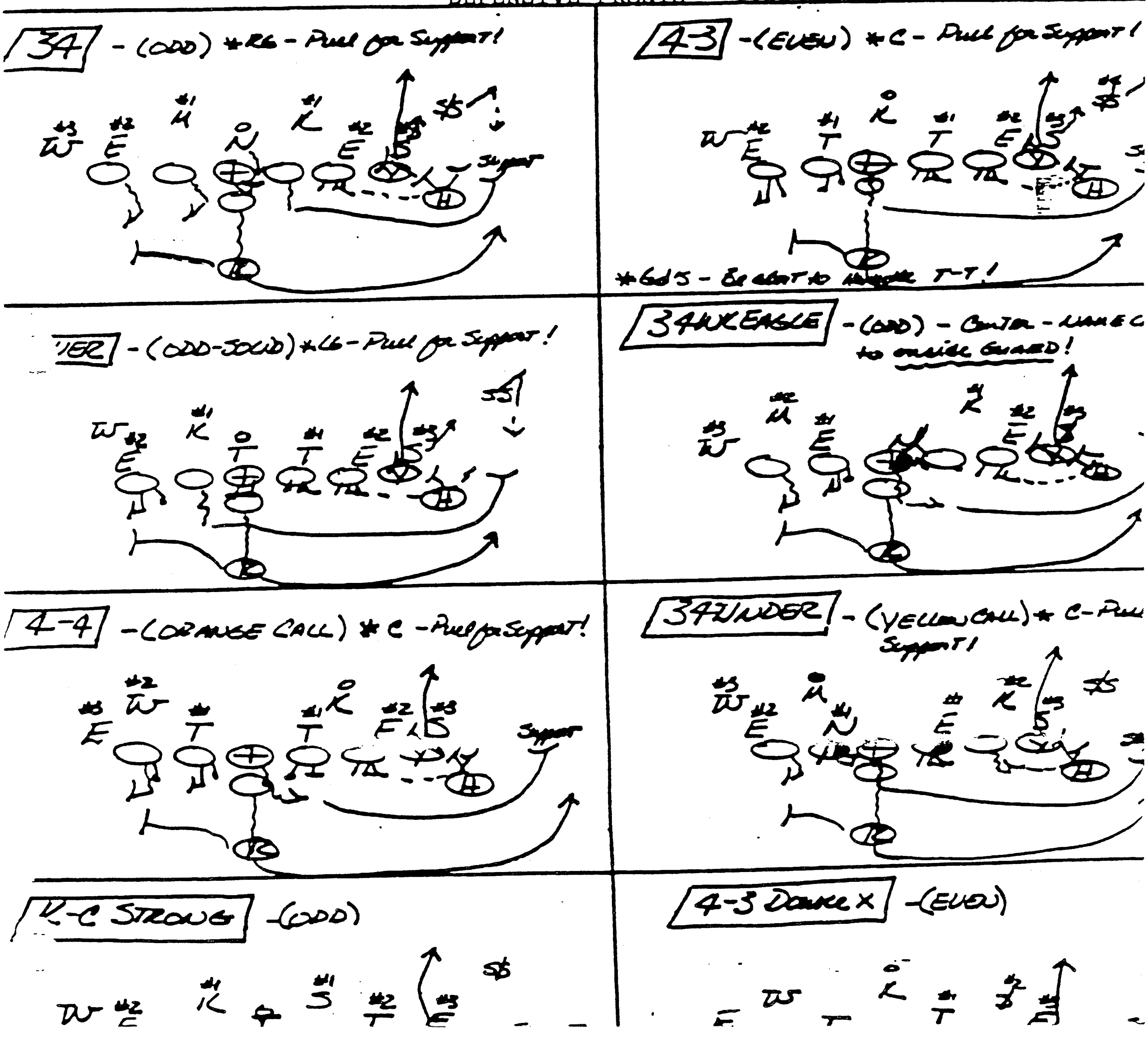
PASSING GAME

PROTECTION:

DASH PROTECTION

"DASH" is our DROP ROLL protec[illegible]on [illegible] dropback action by our Quarterback. Quarterback will drop [illegible] steps and then roll towards the protection call side. "DASH" will always be run towards the "H-BACK'S" side and he will be given a blocking responsibility.

DEFENSIVE FRONTS - 1986



RUNNING GAME

PLAY NO.

20-30 RAM

"Y" Release and Arc Block

#4

"H-BACK" Lead on first lineman from outside the onside guard box to the onside.

"R-BACK" Quick hitting running play; cheat alignment up inside 5 yards from LOS. Same aiming point, steps, and ball handling as 20-30 Reach!

"QB" Same as 20/30 Reach ball handling, get ball as deep as you can.

"Z" Onside = Deep Y3

Technique = Stalk

"X" Backside = Near back

Technique = Crossfield

PASSING GAME

PROTECTION:

REGULAR PROTECTION

RULES - TECHNIQUES - COACHING POINTS:

NOTE: The onside in this protection is the FORMATION CALL SIDE - Example: TRIPS RIGHT - 989 Over - RIGHT SIDE is ONSIDE! SPLIT LEFT - 787 Wide - LEFT SIDE is ONSIDE! If the term RIP or LIZ is added prior to the pattern called - the uncovered lineman to the RIP(Right) or LIZ (Left) side has a dual read. If the QB gives the term "FIRM" -- he is alerting the offensive team that he is taking a 3 STEP DROP -- take your blocking responsibility on at the LOS - BE STOUT!

C MAN BLOCKING = "O" - (DROP BACK PROTECTION TECHNIQUE) - versus an even call - explode back 1 to 1½ yards deep unless "FIRM" has been called - check your linebacker (Mike) - (OVER LAP TECHNIQUE) - look to help on anything inside or pick up the TRASH!

CALLS TO BE ALERT FOR:

a) ODD or EVEN CALL - Your call - to determine the alignment of the defensive front!

   1) ODD - Covered by a down lineman!

   2) EVEN - Covered by a linebacker!

b) ORANGE or YELLOW CALL - Your call - when uncovered - call to determine which side you are counting "O". ORANGE - to the right; YELLOW - to the left! Versus 3 DOWN LINEMEN - make color call to the side the nose/tackle aligns. Versus - 4 DOWN LINEMEN - make the color call to the side that "MIKE" aligns. If the "MIKE" has been substituted for such, such as in 3rd down looks (NICKEL; DIME; or QUARTER LOOKS) make the call to the PROTECTION CALL SIDE which is the formation call in REGULAR PROTECTION!

c) SWAP CALL - Set to block the defender aligned on the onside guard - AREA BLOCKING! Be prepared to handle a T-T-TWIST - as you set, if the defender aligned on the onside guard LOOPS backside - rock back towards the offside guard and make a SWITCH CALL! NOTE: SWAP CALL will only come after an orange or yellow call.

f) ORANGE -(3) - Same as 20-30 Reach!

g) ORANGE-(SHORTY) - SHORT TRAP - Same as 20-30 Reach!

h) YELLOW-(3) - Same as 20-30 Reach!

i) YELLOW-(SHORTY) - SHORT TRAP - Same as 20-30 Reach!

OFF T MAN [illegible] #2 - Same as 20-30 Reach

d) NAME CALL - Your call - if covered by a down lineman and this defender is shaded towards the protection call side - make a NAME CALL to the onside guard. ONSIDE GUARD will block down aggressively on the defender aligned on you - explode back off LOS - approximately 1 to 1½ yards deep - check linebacker and pull towards point of at- -k - -ersonal escort for the

e) ODD-SOLID - Your call - if covered by a down lineman and onside guard is covered by a down lineman - call is to alert the OFF GUARD to set back - check linebacker and PULL towards the point of attack. Set to call side - be prepared to handle a T-T TWIST with onside guard.

f) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING. ROCK-IT - slide right; LOAD-IT slide left! Your call - if covered by a down lineman and onside guard and tackle covered by down lineman and linebacker stacked in general area onside. Always make the call to PROTECTION CALL SIDE. NOTE: If no one comes into your "AREA" - pull -- getting some depth to the point of attack looking for SUPPORT!

ON G MAN BLOCKING - #1 - (DROP BACK PROTECTION TECHNIQUE) - Versus an odd call - explode back off LOS - approximately 1 to 1½ yards deep - check linebacker - if he is not blitzing - PULL towards the point of attack outside the "H-BACK'S" block and look for SUPPORT - you are a personal escort for the Quarterback!

CALLS TO BE ALERT FOR:

a) EVEN CALL - Set inside to block #1 - unless he is aligned in a loose 3 technique. Be prepared to handle a T-T TWIST - as you set, if the defender aligned on you LOOPS backside - keep sliding flat to inside and make a SWITCH CALL to offside guard and switch off!

b) SWAP CALL - Your call - in conjunction with an ORANGE or YELLOW CALL by center - AREA BLOCKING with center! If the call is your side and the linebacker or 1st blitzer is threatening the 3 gap - make SWAP CALL - set back to block the linebacker - if he drops - PULL towards the point of attack outside the H-Back's block and look for SUPPORT!

c) NAME CALL - Center calls your name - explode onside to block the nose/tackle - step with your near foot toward the hip of the nose/tackle - if the hip goes away, throttle down and get under control -- look for a blitz or twist coming from the BACKSIDE!

d) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING. ROCK-IT - slide right; LOAD-IT - slide left! Open out and slightly back on ... block any defender that rushes into your

ON G BLOCK 1st INSIDE - on or OFF LOS.

CALLS TO BE ALERT FOR:

a) ODD-(ACE) - Team block with the center - same as 20-30 Reach!

b) ODD-(OFF or CAL) - An alert to block the nose/tackle by yourself - same as 20-30 Reach!

c) ODD-SOLID(SHORTY) - Your call - same as 20-30 Reach!

d) EVEN-(3-FOLD) - Covered by a 3 Technique - use GRAB PULL TECHNIQUE - same as 20-30 Reach!

e) EVEN(SHORTY) - Your call - same as 20-30 Reach!

f) ORANGE -(3) - Read the alignment of the defender aligned on you - same as 20-30 Reach!

g) ORANGE-(SHORTY) - Your call - same as 20-30 Reach!

h) YELLOW-(3) - Read the alignment of the defender aligned on you - same as 20-30 Reach!

i) YELLOW-(SHORTY) - Your call - same as 20-30 Reach!

ON T MAN BLOCKING - #3 - #3 is always the defender aligned on or outside of a normal spaced tight end. Use ANGLE DRIVE TECHNIQUE - short lead step with near foot - block near number of #3! NOTE: "H-BACK" is responsible for TRAPPING the defender aligned on you - who is #2!

OFF G PULL and BLOCK THE CALL!

CALLS TO BE ALERT FOR:

a) ODD-(ACE) - Pull up thru the onside guard's box and block onside linebacker in the numbers. NOTE: You don't have to be concerned with a 4 or 4-I call - the defensive end belongs to the "H-Back"!

b) ODD-SOLID(SHORTY) - SHORT TRAP - trap the defender aligned on the onside guard!

c) ODD-(OFF) - Your call - same as 20-30 Reach- an alert to have center to block backside. Pull up thru the onside guard's box and block onside linebacker in the numbers!

d) EVEN-(FOLD) - FOLD TECHNIQUE - step around the center's block - explode up thru the hole - same as 20-30 Reach!

e) FAN CALL - Your call - If covered by a down lineman and rush - end aligned on tight end (K-C LOOK) - make FAN CALL - set accordingly to block the wide-rush end!

OFF G MAN BLOCKING - #1 (DROP BACK PROTECTION TECHNIQUE) - If #1 is a linebacker (ODD CALL) - explode back - using an inside set approximately 1 to 1½ yards deep towards call side unless "FIRM" has been called - check your linebacker- if he drops back to help center or pick up TRA[illegible] inside. If #1 is a down lineman - set onside unless he is aligned in a loose 3 technique - be prepared to handle a T-T TWIST- Don't allow penetration! NOTE: If covered by a down lineman and linebacker walks up or threatens the center - guard gap (1 GAP) - set inside and block the linebacker in numbers!

CALLS TO BE ALERT FOR:

a) SWAP CALL - Your call - if center makes COLOR CALL (orange or yellow) your side and #1 is aligned inside eye or shoulder (1 TECHNIQUE). Open out and slightly back on your set - block any defender rushing into YOUR AREA - no one coming into your area - Overlap back inside towards the center-box!

b) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING. ROCK-IT - slide right; LOAD-IT - slide left! Use a lateral set to block the defender aligned on the center. If his hip goes away - be alert for someone twisting or blitzing back into your area!

c) FAN CALL - If offside tackle makes FAN CALL - set to block the defender aligned on the tackle. Use a WIDE RUSH SET!

OFF T MAN BLOCKING - #2 -(DROP BACK PROTECTION TECHNIQUE). NOTE: If #2 is a linebacker - FAN - 2nd man on LOS or the next defender to outside (34 Weak Eagle or Under Look).

CALLS TO BE ALERT FOR:

a) FAN CALL - Your call - if covered by a down lineman and rush-end aligned [illegible]side (K-C LOOK) - make FAN CALL - set accordingly to block the wide-rush end!

"Y" Run pattern called!

STRONG BACK - First linebacker from inside out excluding "MIKE". COLOR CALL your side (orange or yellow) disregard the 1st man off the LOS because he is "O".

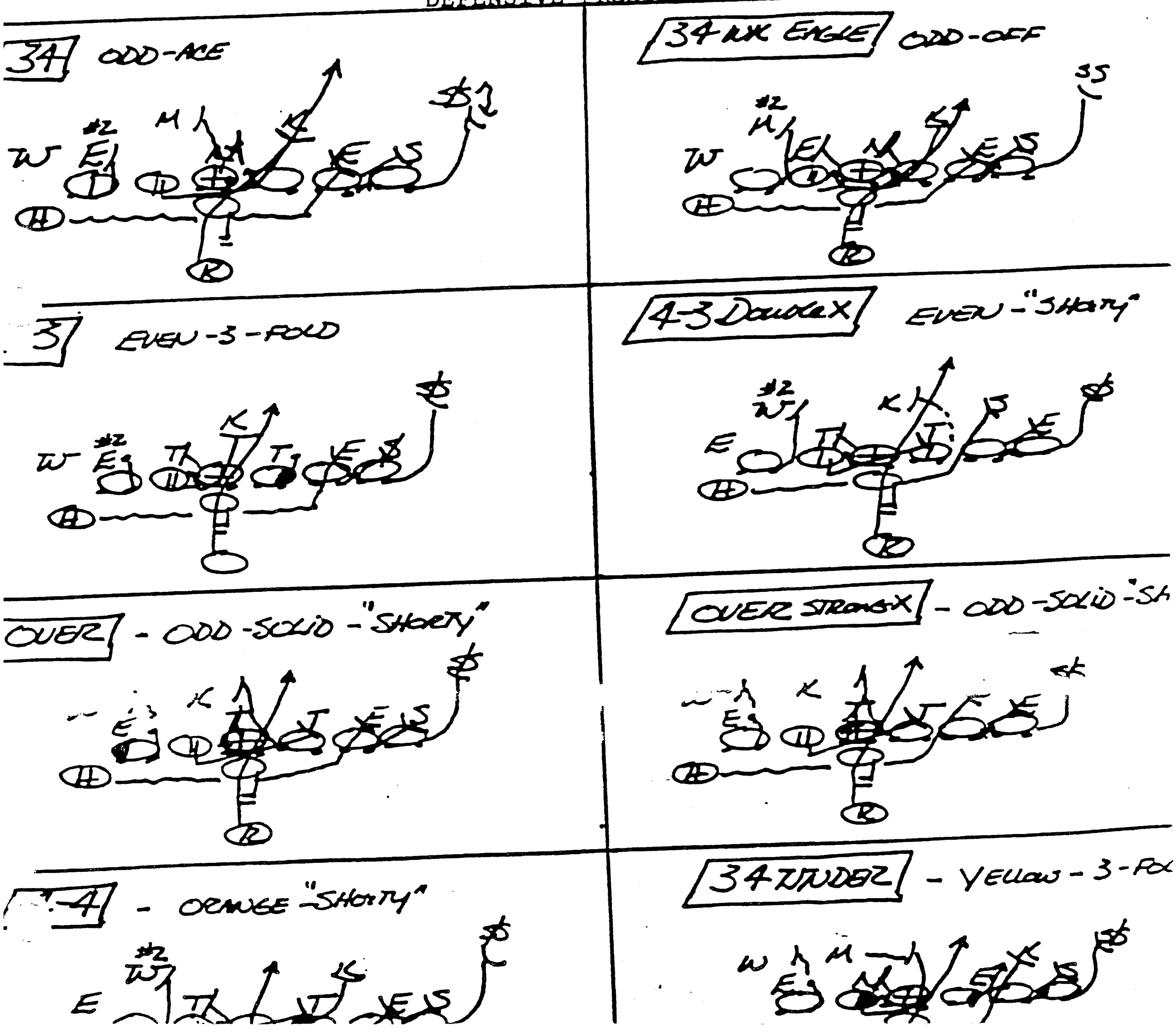
RUNNING GAME

PLAY NO.

20-30 RAM

RAM is a change up blocking scheme for 20-30 Reach. This is a method of separating the defense from Spread to Trips. Our H-BACK will lead on first lineman from outside the onside guard box to the onside. R-BACK'S read is similar to 20-30 Reach -- need to key backside guard's block on the linebacker.

DEFENSIVE FRONTS - 1986



"Y" ✓ Run Pattern Called!

"R-BACK" ✓ Responsible for first rusher outside of the offside O.T. Back will want to get to a point 2-3 yards behind the O.T. (who will swing-the-gate) and on his inside hip. This position will let you check yo primary resp sibility and then, if no one comes help or any unblocked rusher that may be free.

"H-BACK" ✓ MAN BLOCKING - #3 - #3 drops - set the wall - block #3 as he shows - area all twists.

RUNNING GAME

PLAY NO.

20-30 RAM

RULES - TECHNIQUES - COACHING POINTS:

MUSTS: Maximum splits (3-3-3) - Stretch the defense - inside running play. CENTER; ONSIDE GUARD; OFFSIDE GUARD; and OFFSIDE TACKLE will follow their basic rules for 20-30 Reach. The ONSIDE TACKLE and TIGHT END will change blocking responsibilities and "H-BACK" will do the TRAPPING! CENTER will make calls according to the alignment of the defensive front!

a) ODD CALL - Center will make an ODD CALL if he is covered by a down lineman.

b) ODD SOLID CALL - Center will make an ODD SOLID CALL if he is covered by a down lineman and ONSIDE GUARD is covered by a down lineman.

c) EVEN CALL - Center will make an EVEN CALL if he is covered by a linebacker!

d) ORANGE or YELLOW CALL - If the center is uncovered. ORANGE - to the right; YELLOW - to the left! Versus - 3 DOWN LINEMEN - make color call to the side of the nose/tackle aligns. Versus - 4 DOWN LINEMEN - make color call to the side that "MIKE" aligns.

C OVER-BACKSIDE (OVER only refers to a down lineman in this rul Same as 20-30 Reach!

CALLS TO BE ALERT FOR:

a) ODD-(ACE)- Your call - same as 20-30 Reach!

b) ODD-(OFF) - Offside guard is call - same as 20-30 Reach!

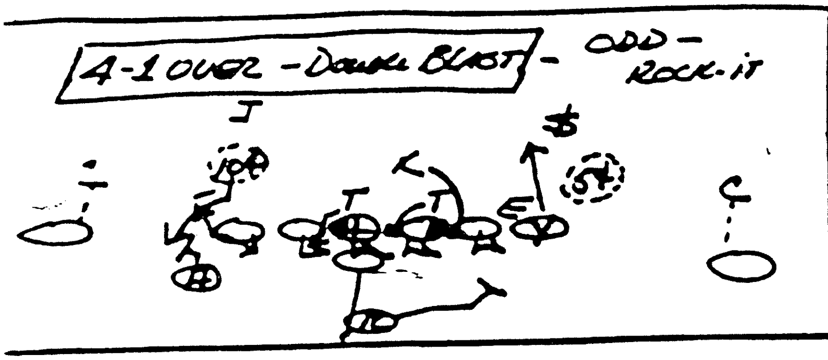
c) ODD-(CAL) - Your call or offside tackle's call - same as 20-30 Reach!

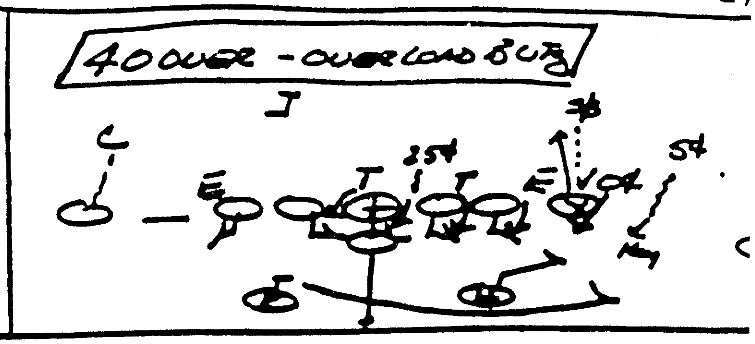
d) ODD-SOLID-(SHORTY)- Odd-Solid is your call - "SHORTY" is onside guard's call! Same as 20-30 Reach!

e) EVEN-(FOLD)- Your call - same as 20-30 Reach!

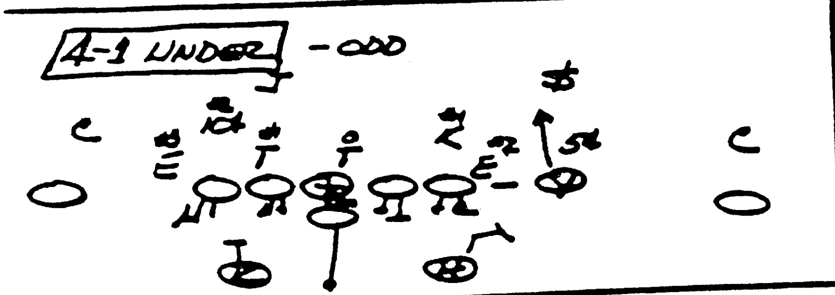
f) ORANGE - Your call - uncovered - same as 20-30 Reach!

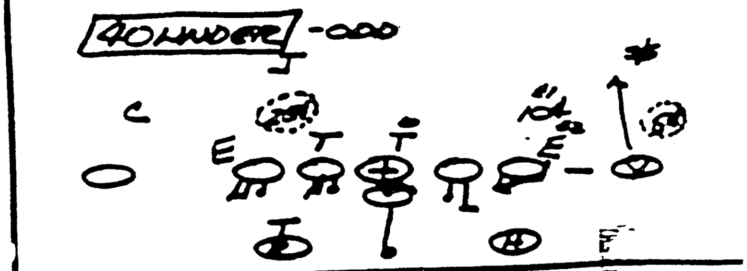
g) YELLOW - Your call - uncovered - same as 20-30 Reach!

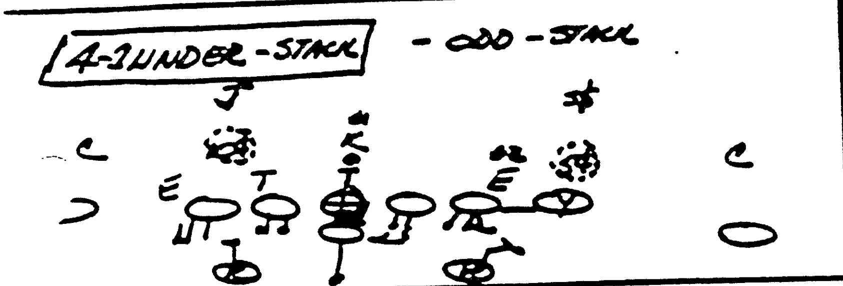


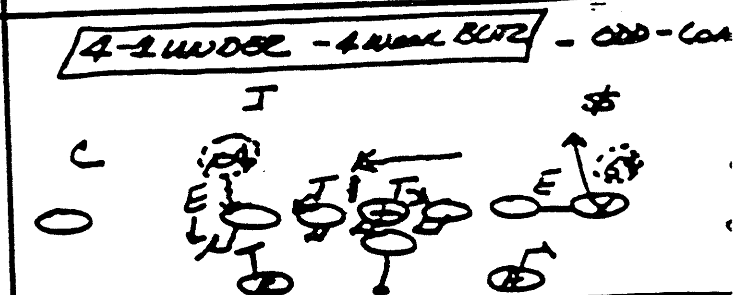


c) UNDER LOOKS - 4 DOWN PERSONNEL -(Nickel; Dime; Quarter). CENTER - make an ODD CALL with a ROCK-IT or LOAD-IT CALL if 2 blitzers stacked weak! (away from formation call).

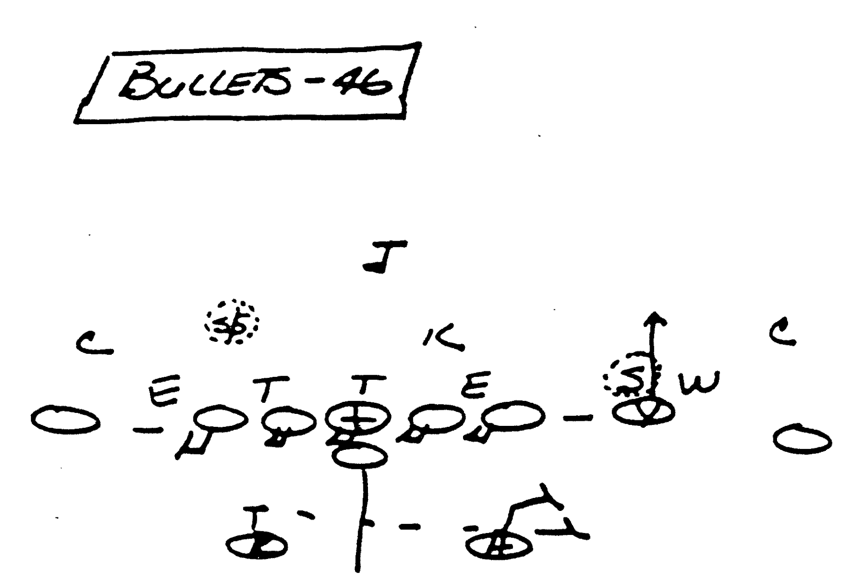


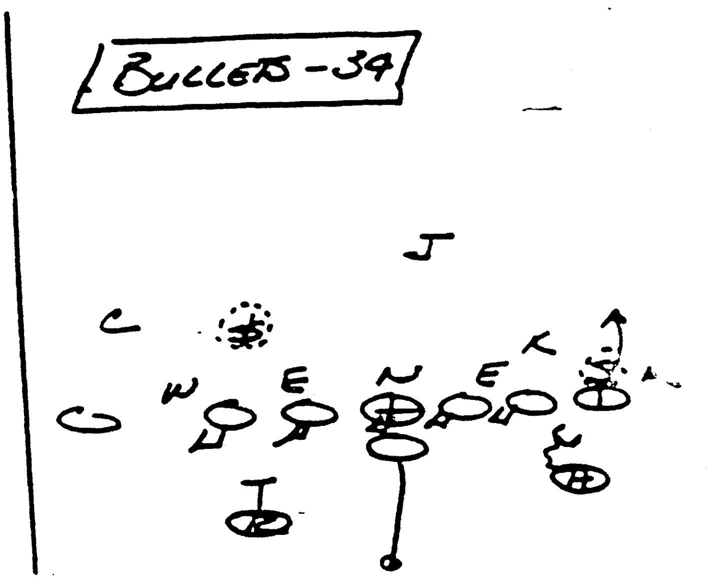






d) BASTARD LOOKS - 3 or 4 DOWN PERSONNEL - These looks require special blocking and the CENTER will alert the team by making a BULLETS CALL. When this call is made, the ONSIDE TACKLE will make a SLIDE-IT CALL and the offensive line will slide <u>away</u> from the formation call side!





PASSING GAME

PROTECTION:

CHARLIE 40-50 PROTECTION

RULES - TECHNIQUES - COACHING POINTS:

NOTE: The onside in this protection is the side of the action called. Example: CHARLIE 40 - onside is the right side; CHARLIE 50 - onside is the left side.

C - BACKSIDE GAP - BACKSIDE LINEBACKER - SLIDE THE BACK DOOR (SLIDE BLOCKING SCHEME) If covered by a down lineman, take a 2 to 3 inch pivot step with your playside foot - PUNCH and PIVOT and slide towards the backside side. If defender starts to rush thru your backside shoulder or gap - lock up and drive as hard as possible working to get square (Same as Option Protection)

ON G - MAN BLOCKING - #1 - If #1 is a linebacker, slide aggressively towards the nose/tackle - (Punch his Socks Off!) Step with your near foot towards the hip of the nose/tackle. If the hip goes away, throttle down and get under control - look for a blitz or twist coming from the BACKSIDE. IF #1 is a down lineman read his alignment - Block under the Chin - HIGH PRESSURE CONTROL - Try to work off the LOS at least one yard then disengage by extending your arms. Work to stay square on the defender.

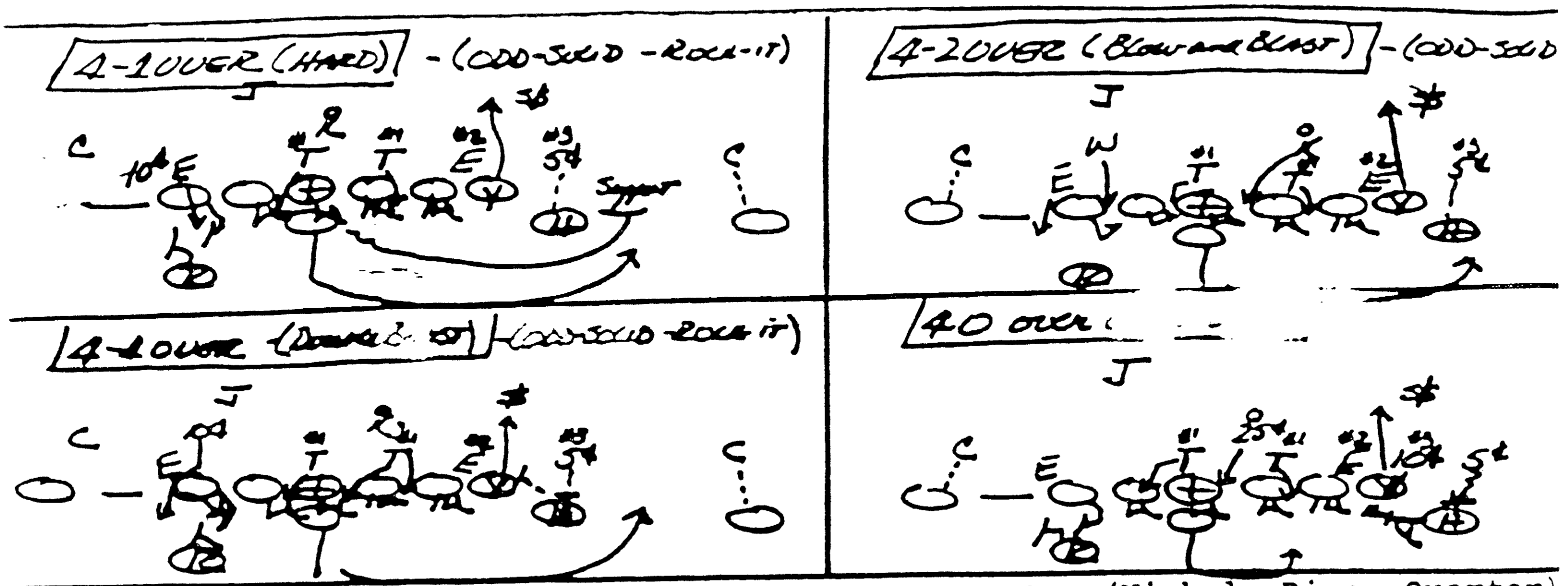
CALLS TO BE ALERT FOR:

a) SLIDE-IT-CALL - If your onside tackle makes a SLIDE CALL-ta a 2 to 3 inch lateral step (PIVOT STEP) with your onside foot - PUNCH and PIVOT and slide towards the back door - check center - Guard - Tackle in that order.

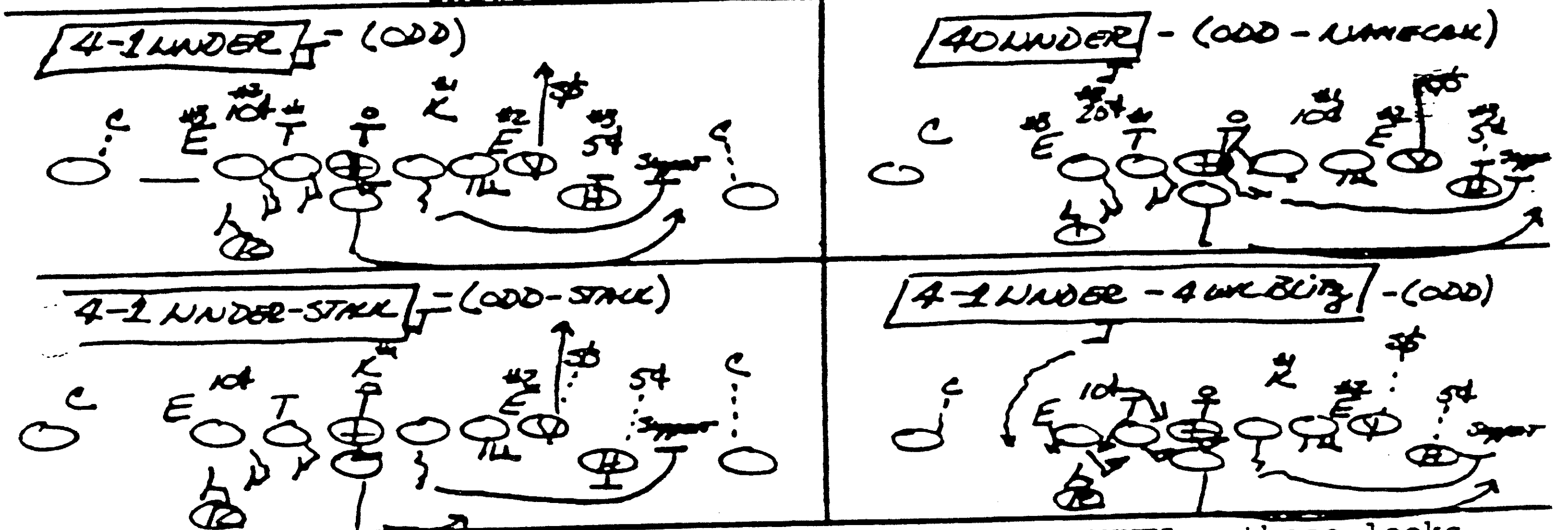
ON T - MAN BLOCKING - #2 - If #2 is a down lineman - read his alignment - Block under the chin - HIGH PRESSURE CONTROL - Try to work off the LOS at least 1 yard then disengage by extending your arms. Work to stay square on the defender. If #2 is a linebacker - Take a ZONE STEP towards the hip of the defender aligned on the Tight End. If linebacker drops or scrapes off help the tight end.

CALLS TO BE ALERT FOR:

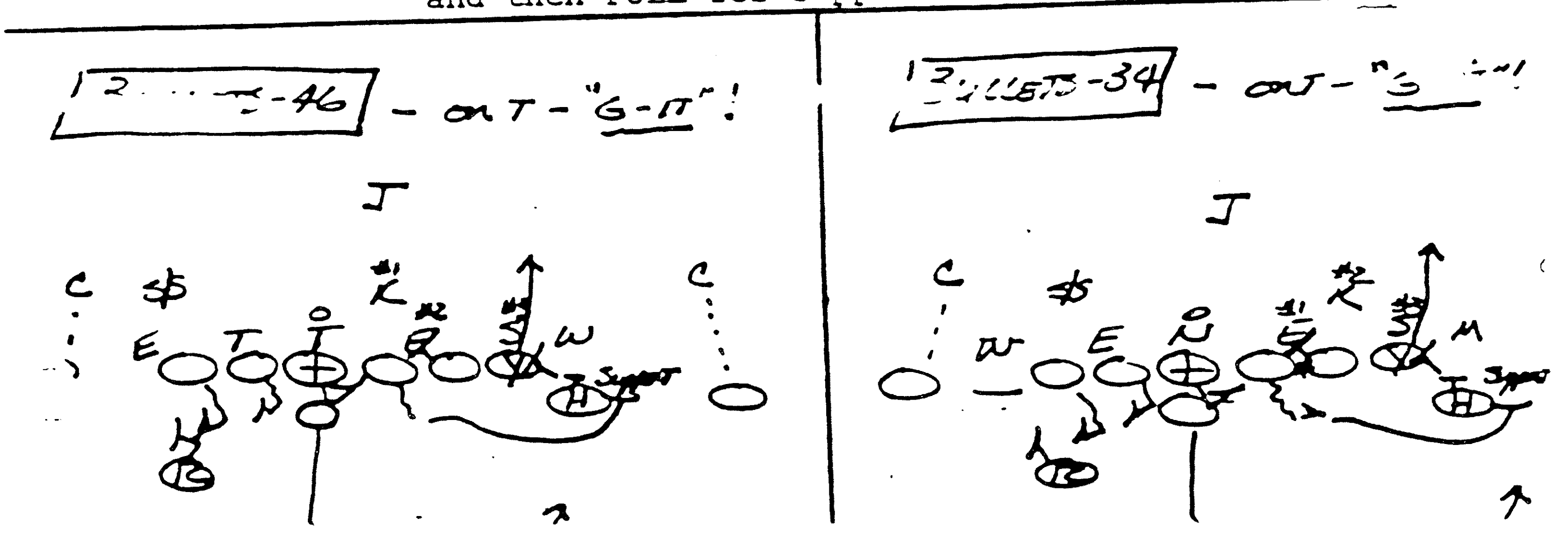
a) SLIDE-IT-CALL - [illegible] call - in order to handle the overshift looks it is critical you recognize where the defensive end aligns. If he happens to align on your onside guard - make a slide call to the guard and block aggressively on the defender aligned on the guard. Step with your near foot towards the hip of the defensive end. If the hip goes away, throttle down and get under control. Look for a blitz or twist coming from the BACKSIDE.



c) UNDER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter) CENTER - make an ODD CALL - if defender on you is shaded - can make a NAME CALL to the ONSIDE GUARD!



d) BASTARD LOOKS - 3 or 4 DOWN PERSONNEL - these looks require special blocking and the CENTER will alert the team by making a BULLETS CALL. The ONSIDE tackle will then make a call of G-IT. The tackle will explode onside to "PIN" the 3 technique and onside guard will set back - check first blitzer to protection call side and then PULL for support!



OFF G - FIRST MAN ON LOS (FAN) - SLIDE BLOCKING SCHEME - AREA PROTECTION. If covered by a down lineman, SET for his outside number. If he rushes thru your nose to your outside eye or shoulder block him all the way - "STUFF" him at LOS. If he rushes inside of you PUNCH AND PASS him to the center. If he is aligned inside ~~eye or~~ shoulder (1 TECH) take a 2 to 3 inch lateral step (PIVOT STEP) with [illegible] side foot - PUNCH and PIVOT and [illegible] ards the backdoor [illegible] covered by a linebacker, th[illegible] is aligned on the tackle - set for a wide-rush defender.

OFF T - SECOND MAN ON LOS (FAN) - SLIDE BLOCKING SCHEME - AREA PROTECTION. If covered by a down lineman and a defender outside (2nd man on line) SET for the widest defender. If defender aligned on you rushes thru your outside shoulder - block him all the way. If defender rushes inside of you - block the next defender coming from the outside.

CALLS TO BE ALERT FOR:

a) TOM CALL - Your call - if guard is covered by a linebacker and the end man on LOS is aligned on or outside of you - set to block the end man on the LOS!

"Y" MAN BLOCKING - #3

Technique: High pressure control - try to work the defender off the LOS one yard - disengage by extending your arms.

"R-BACK" "R" will fake 40/50 Gut and be responsible for picking up the first blitzer from teh inside. Next, make sure the protection is secure and then, proceed to your pass pattern responsibility.

"H-BACK" Run Pattern Called!

e) ROBERT or LARRY - If the term ROBERT or LARRY is called in the huddle -- the quarterback is alerting the team to MAX-OUT PROTECTION! If the term "ROBERT" has been called in the huddle (we are expecting a 4 WEAK BLITZ) and the center makes an ORANGE CALL (2 blitzers are to the right of the center) -- the center is confirming that MAX PROTECTION is ON! If the center makes any other call (Odd; Even; Load-It; Yellow) -- follow the base rules of REGULAR PROTECTION and the center's call. If the term "LARRY" has been called in the huddle and the center makes a YELLOW CALL (2 blitzers are to the left of the center) the center is confirming that MAX PROTECTION is ON!

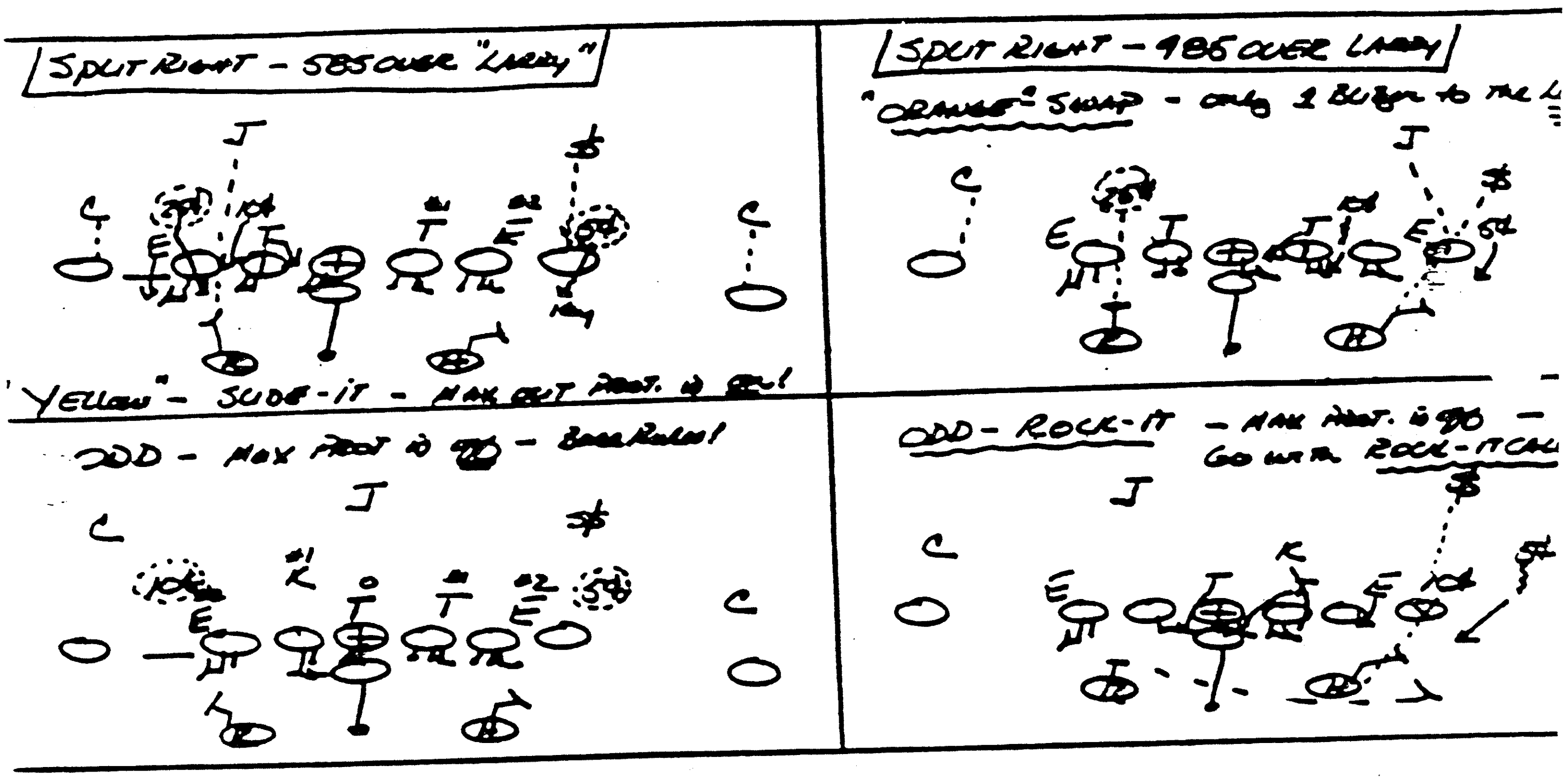
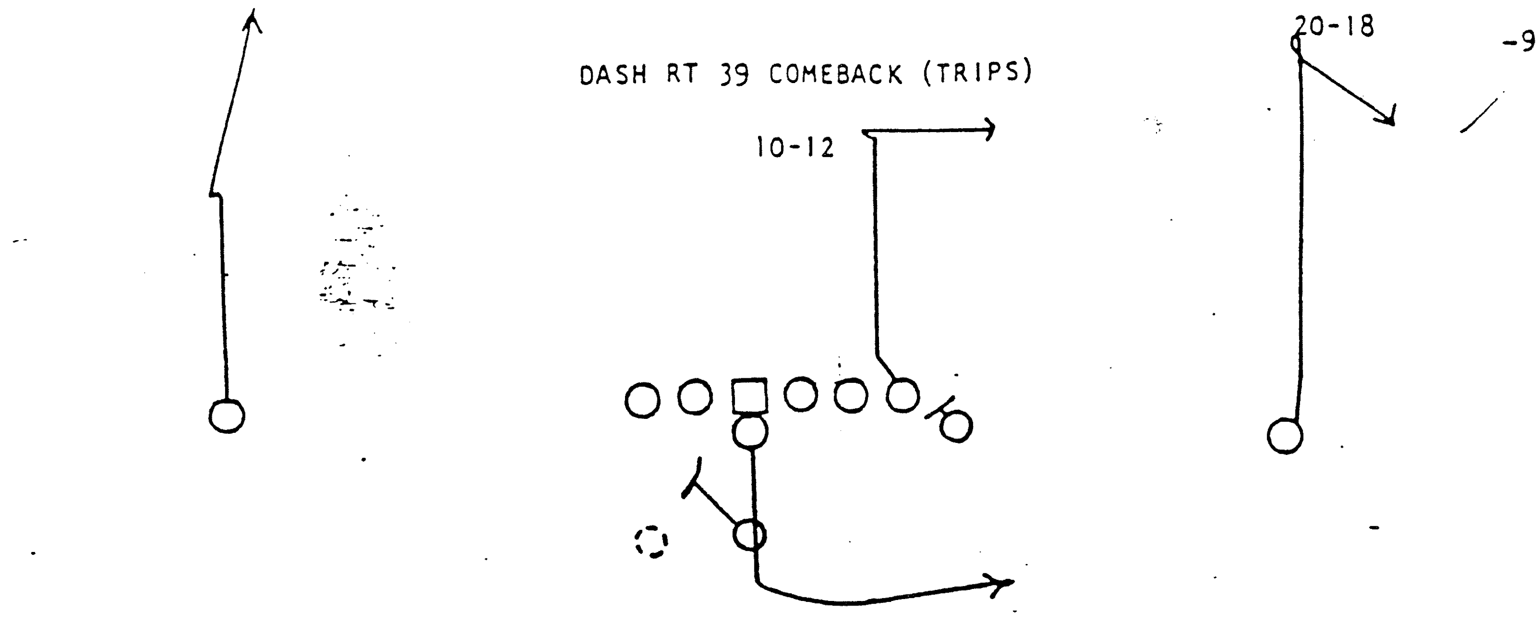


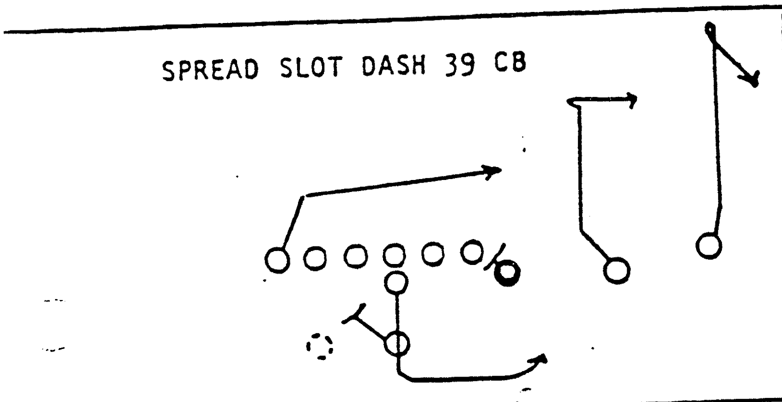
TABLE OF CONTENTS

("CHARLIE" 40-50 PASSING)

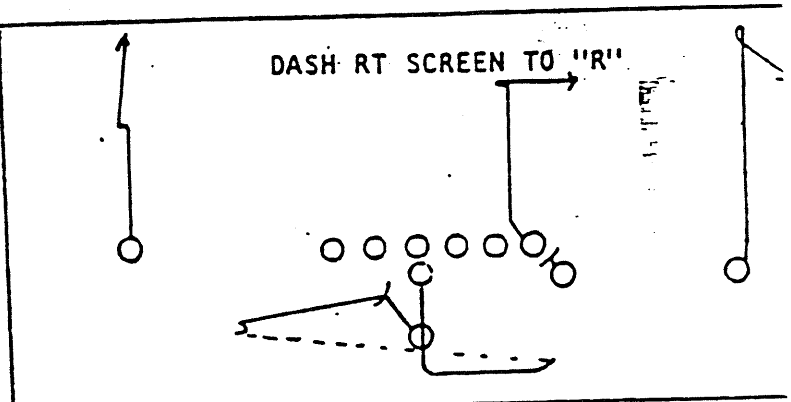
DASH RT 39 COMEBACK (TRIPS)

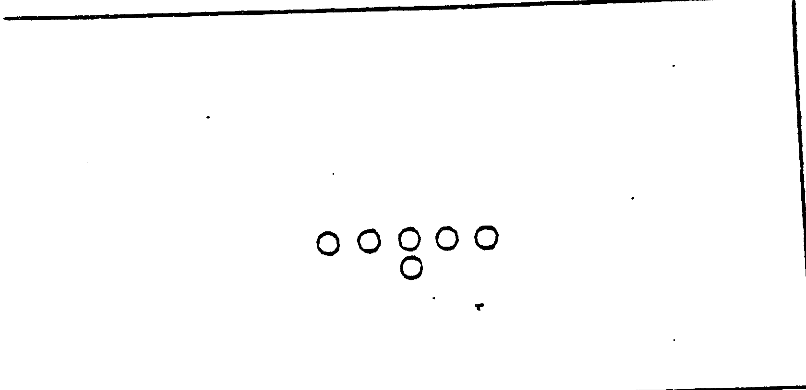


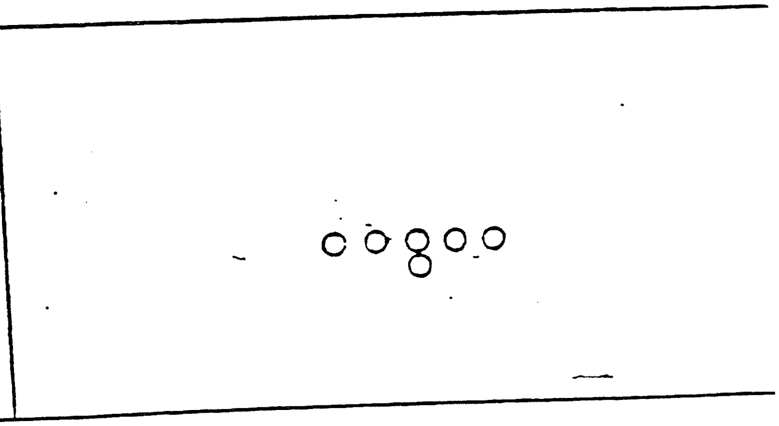
SPREAD SLOT DASH 39 CB



DASH RT SCREEN TO "R"







KEY COACHING POINTS

QB = 5 step drop and roll to call with depth to numbers, read inside/out and throw off underneath coverage. Run/pass option; can throw adj. vs. W/S blitz.

R = Check 1st linebacker inside/out not counting Mike, swing the gate vs. inside blitz.

H = Dash Protection
Y = Route called (3) backside 2 route
Z = Route called (9 Comeback) (3 route slot)

PROTECTION

Dash

FORMATIONS

Trips
Trips Fake Whiz
Spread Motion
Trips Fake Zoom
Trips Fly
Hip
Spread Slot

PASSING GAME

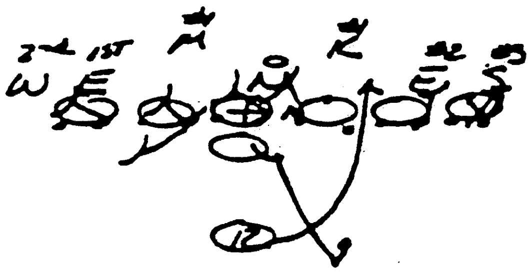
PROTECTION:

CHARLIE 40-50 PROTECTION

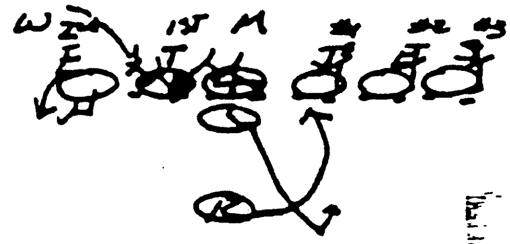
"CHARLIE" is an aggressive play action pass protection coming off a 40 or 50 Gut Fake ~~to our~~ "R-BACK". Our offensive line will give the defense a RUN-READ using HIGH PRESSURE CONTROL TECHNIQUES to control the peop[illegible] aligned on the defe[illegible] fron[illegible]

DEFENSIVE FRONTS - 1986

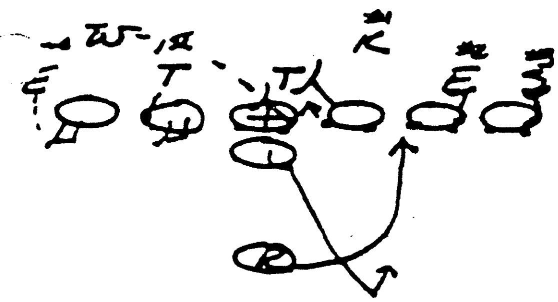
34



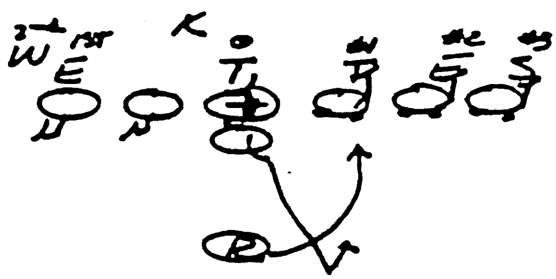
4-3



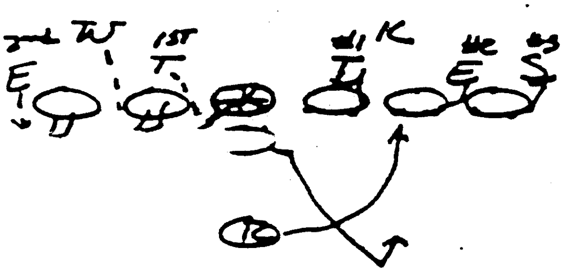
UNDER



OVER

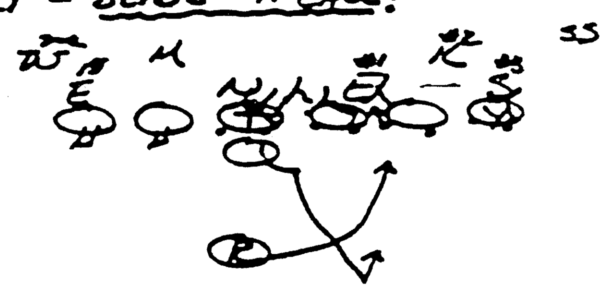


4-4



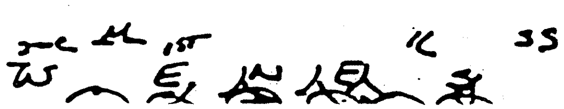
34 EAGLE

* ONT - SLIDE-IT CALL!



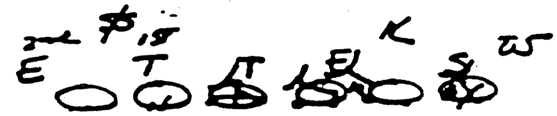
34 DOUBLE EAGLE

* T - SLIDE CALL!

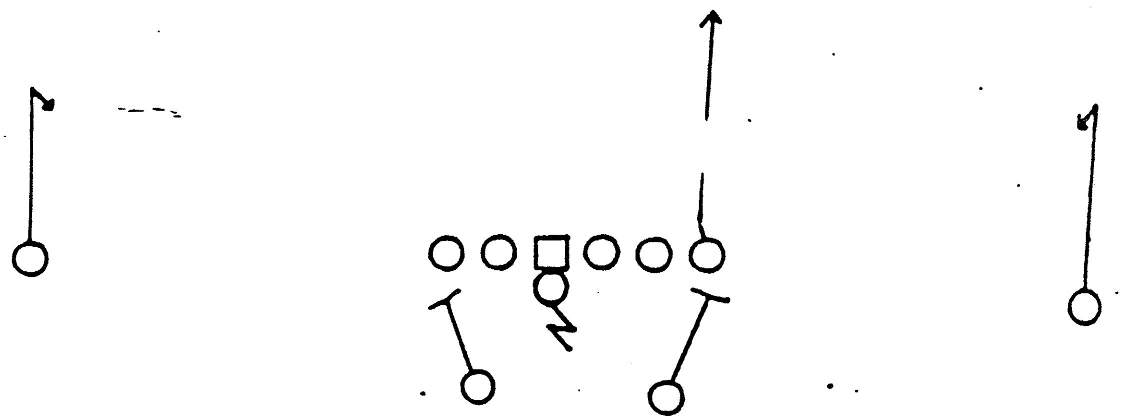


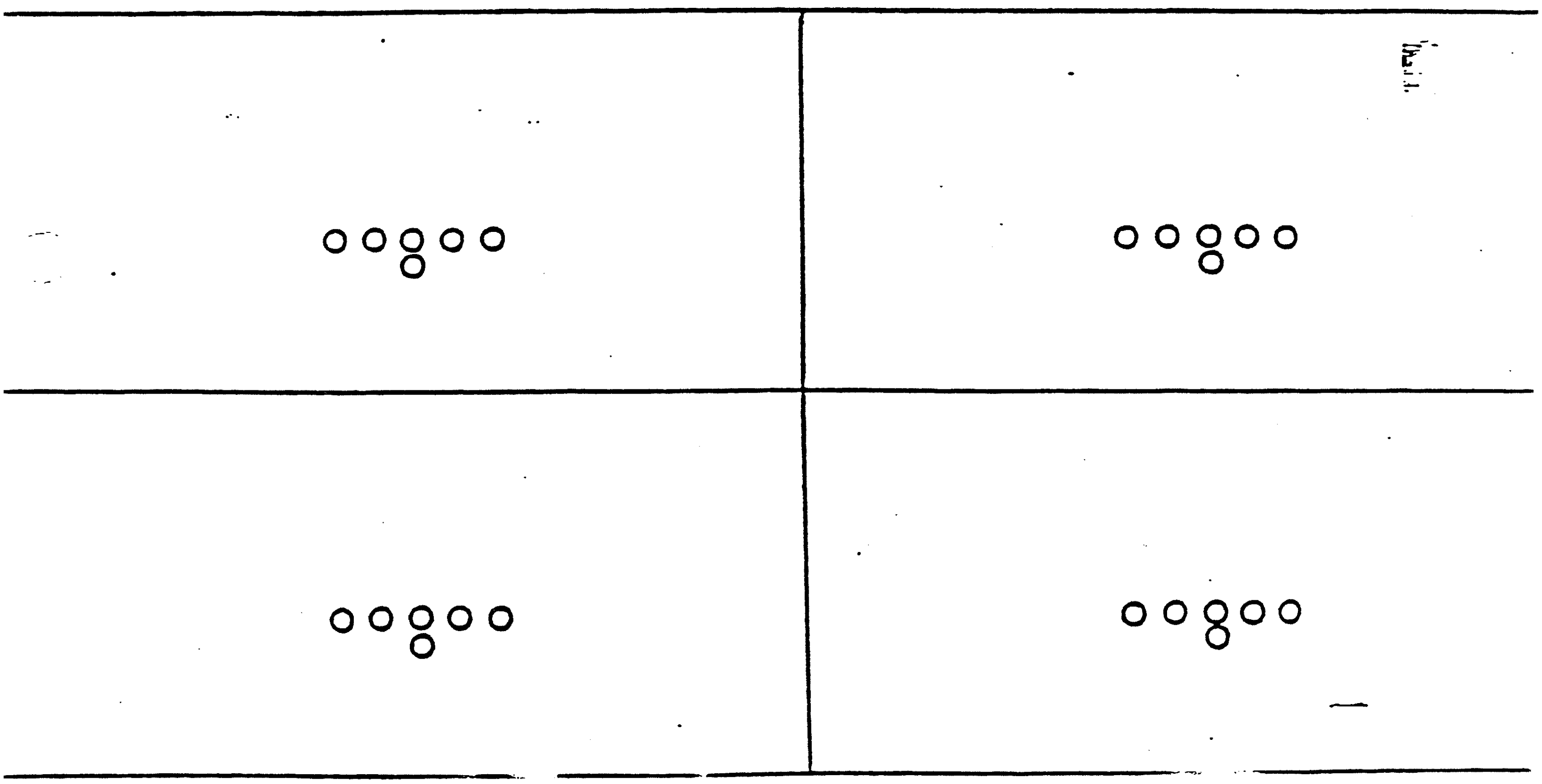
BULLETS - 46

* ONT - SLIDE-IT CALL!



(FIRM) 191 (SPLIT RT)





KEY COACHING POINTS

QB - Strongside read, MOF closed stay strong unless S/S is wide in the box area; MOF open can work inside/out verticle stretch, or best release.

S.B.- 1st linebacker inside out not counting Mike - aggressive; check down.

W.B.- 1st linebacker inside out not counting Mike- aggressive, check down.

"X"- 1 Route, wide split, fade vs. Roll

PROTECTION

Regular (Firm)

FORMATIONS

Split
Near
Far

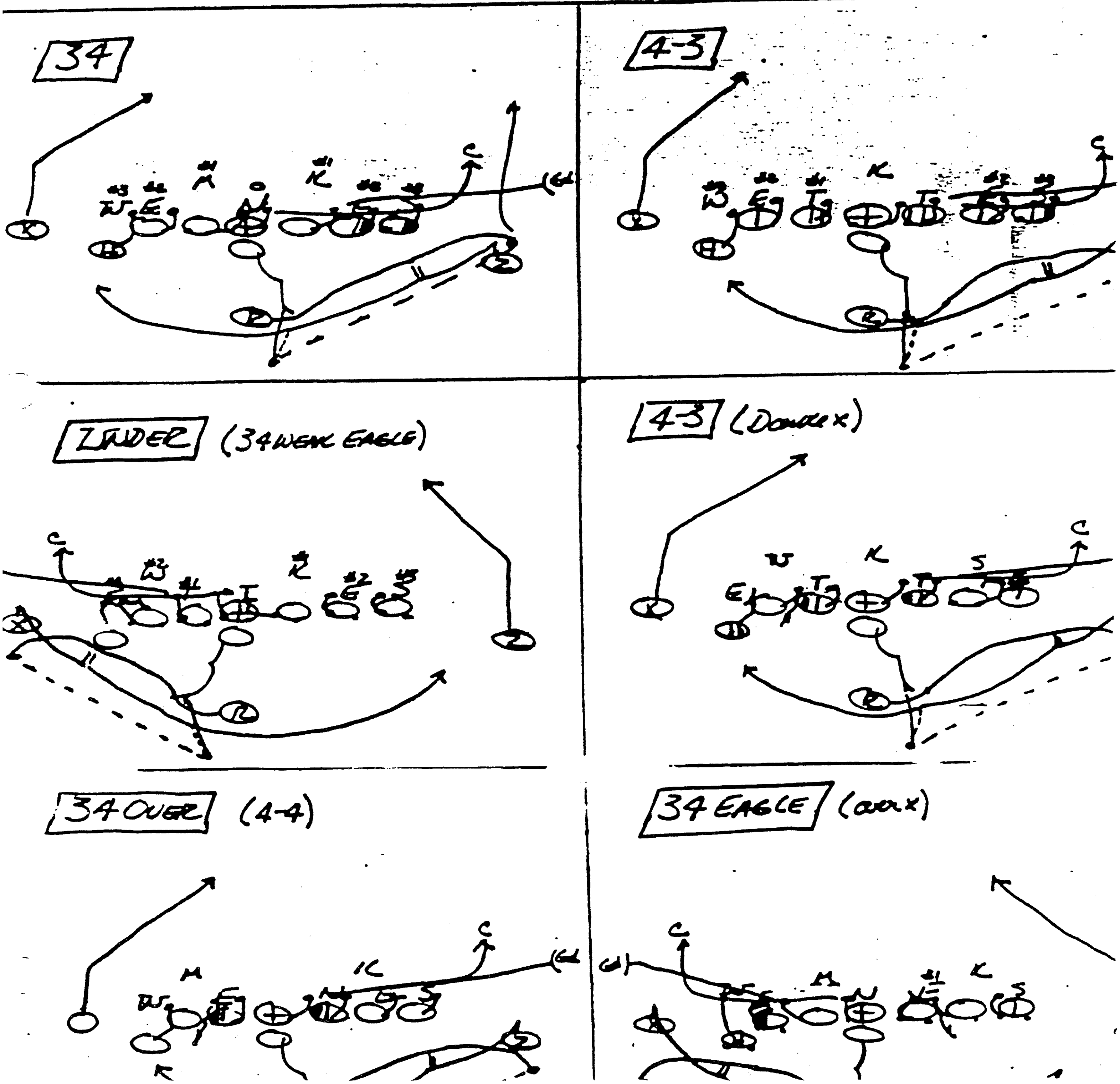
PASSING GAME

PROTECTION

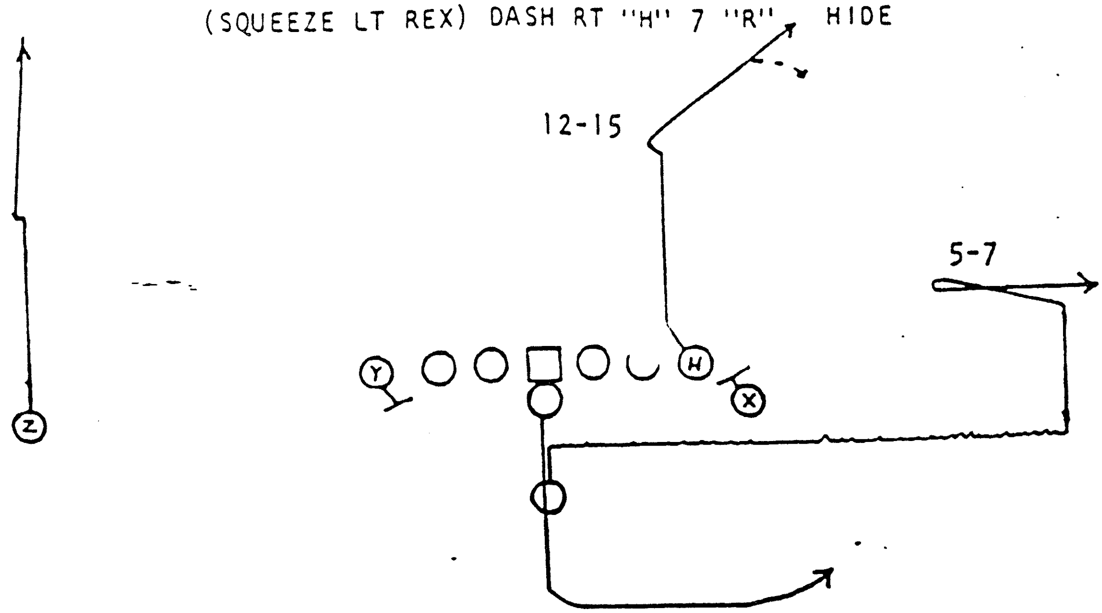
60-70 OUTSIDE - REVERSE PASS SCREEN TO "R"

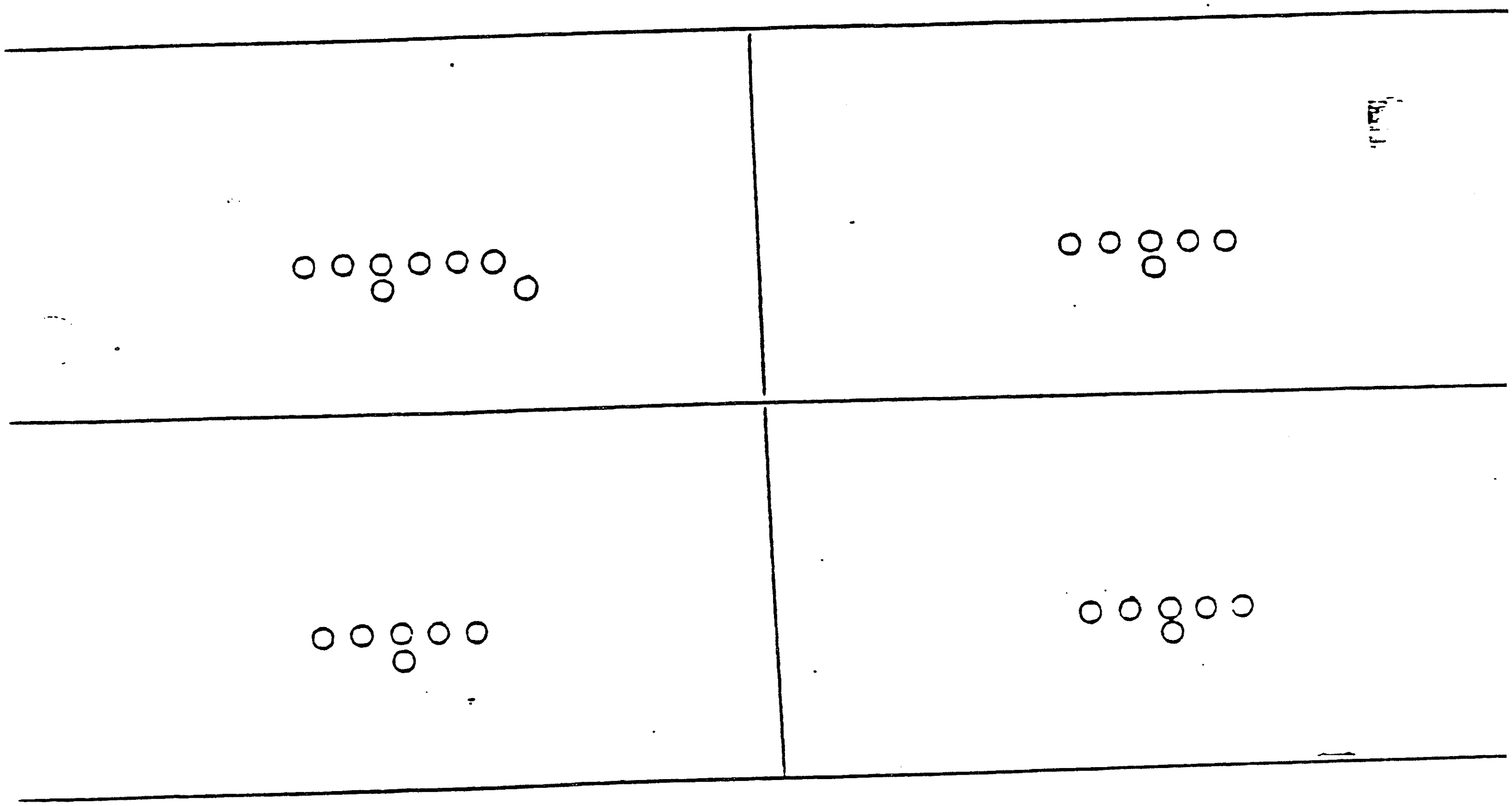
This is a SPECIAL SCREEN that will be thrown by Quarterback after faking the WIDE REVERSE to "Z" or "X"! It is important that the offens line e de ense a RUN READ. This SCR' I - at leas. 3 cou on this particular screen!

DEFENSIVE FRONTS -1986



(SQUEEZE LT REX) DASH RT "H" 7 "R" HIDE





KEY COACHING POINTS

QB = 5 step drop and roll to call with depth to numbers, read inside/out deep to short and throw off underneath coverage. Run/pass option.

R = Rex run Fake 2, no adjustment vs. press
H = Route called (7)
Y = Dash protection backside
Z = 8 route
X = Dash protection

PROTECTION

Dash

FORMATIONS

Squeeze Rex/Lex

PASSING GAME

PROTECTION

60-70 OUTSIDE - REVERSE PASS SCREEN TO "R"

RULES - TECHNIQUES - COACHING POINTS

NOTE: This is a SLOW SCREEN - meaning that we will have .. block FULL COUNTS before releasing into the screen. Need to hold your bloc a little longer because we are faking WIDE REVERSE ACTION !

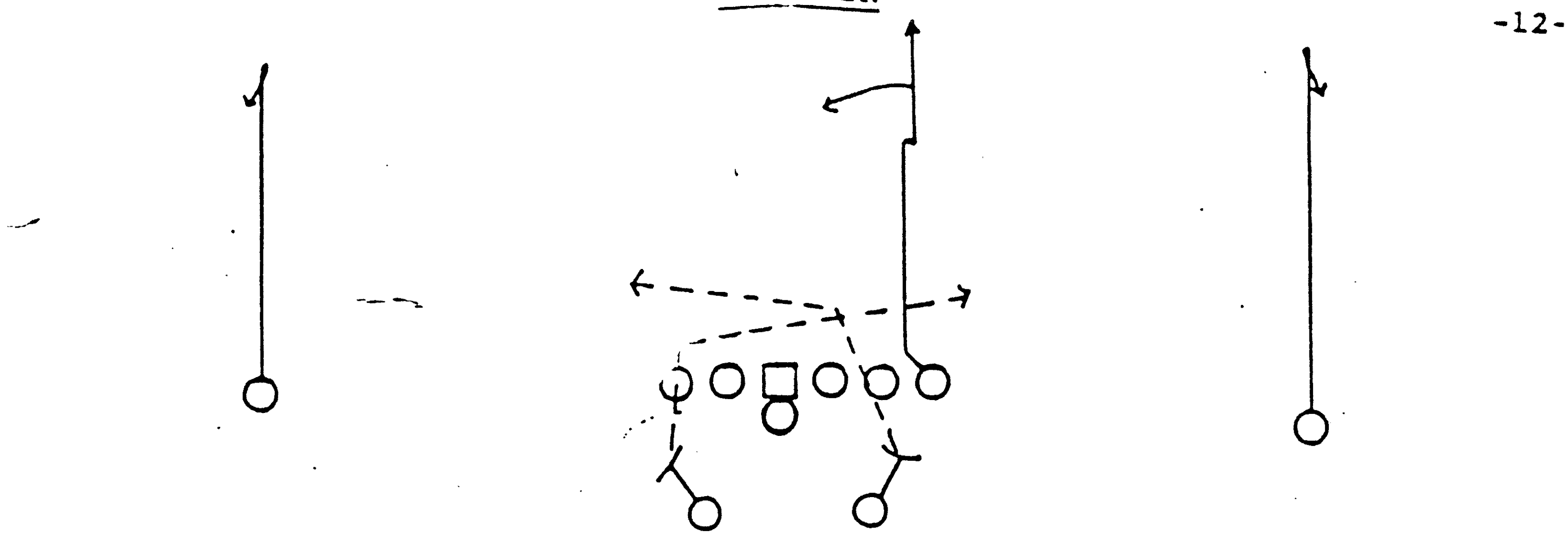
C - MAN BLOCKING - "O" - Same as Play Pass 60-70 Outside - Block 3 Full counts - Release flat down the LOS - If you are the first man in the screen you have the FORCE MAN. If you are the second man (trailing the onside guard) - you are a personal escort for the ball carrier - BLOCK 1st SUPPORT !

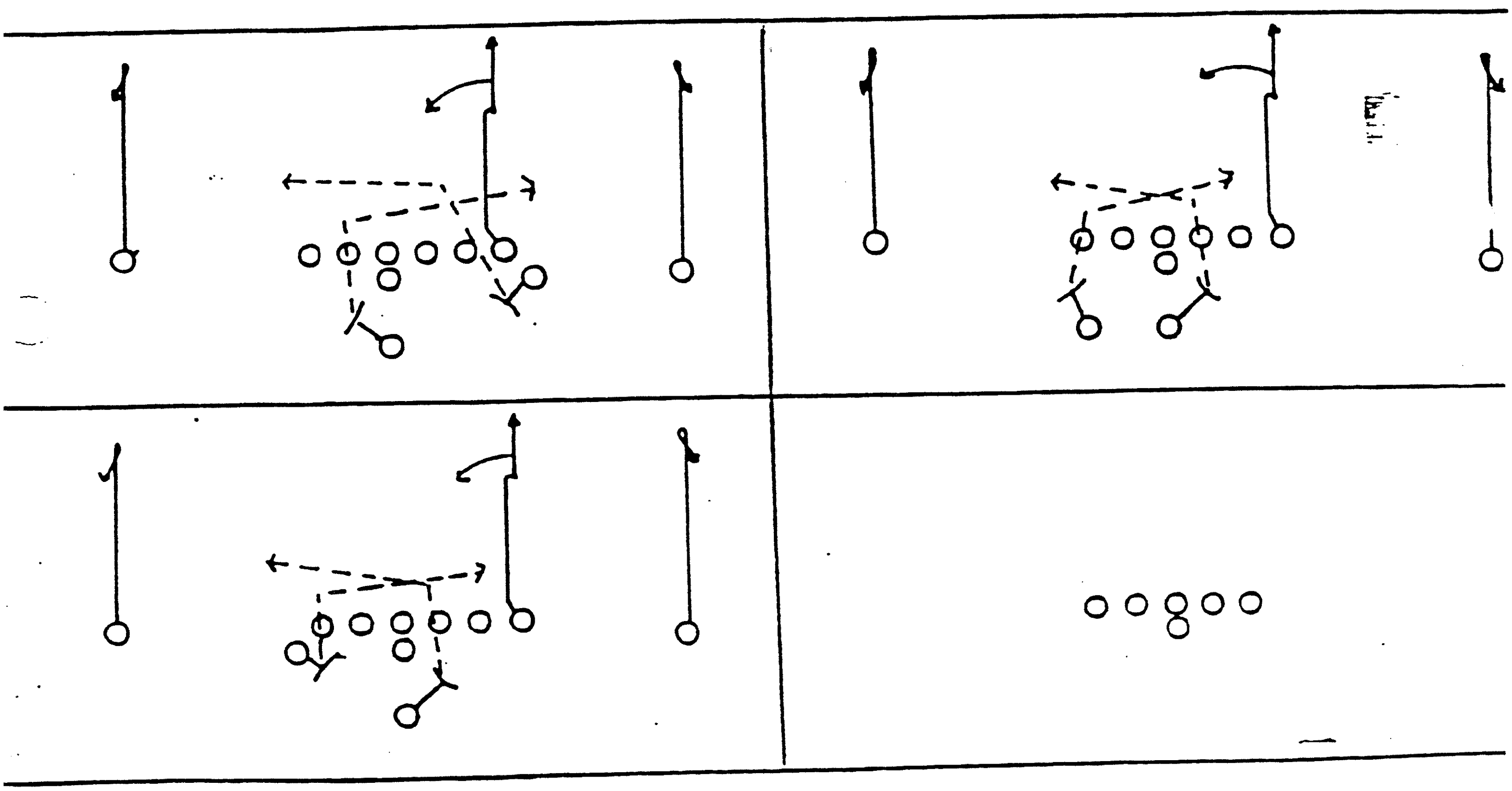
ON G - MAN BLOCKING - #1 - Same as Play Pass 60-70 OUTSIDE. Block 3 Full counts - release flat down the LOS - If you are the first man in the screen you have the FORCE MAN. If you are the second man (trailing the center) - you are a personal escort for the ball carrier - BLOCK 1st SUPPORT !

ON T - MAN BLOCKING - #2 - Same as Play Pass 60-70 OUTSIDE. If #2 is a down lineman, read his alignment - if outside eye or shoulder (5 TECHNIQUE) - drive on outside number - if head up or inside eye (4 or 4-I TECHNIQUE) - block under the chin - HIGH PRESSURE CONTROL TECHNIQUE! If #2 is a linebacker - drive hard to the hip of the defender aligned on the TIGHT END - be alert for LBer coming underneath you! Hinge back if no one coming into your area!

OFF G - MAN BLOCKING - #1 - Same as Play Pass 60-70 OUTSIDE. If #1 is a linebacker - drive hard to the hip of the nose/tackle - would like for you to maintain this block - If he is working towards point of attack you would be involved in the screen principles - BLOCK 1st SUPPORT ! If covered by a down lineman, drive on his inside number - HIGH PRESSURE CONTROL TECHNIQUE!

OFF T - MAN BLOCKING - #2 - Same as Play Pass 60-70 OUTSIDE. If #2 is a down lineman, drive on his inside number - HIGH PRESSURE CONTROL TECHNIQUE! If #2 is a linebacker - drive hard to the hip of the defender aligned on the guard - hinge back if no one is coming into your area!





KEY COACHING POINTS

QB = Strongside read, MOF open read deep to short inside/out; MOF closed read deep to short outside/in; responsible with X for W/S.

S.B.= 1st linebacker inside out not counting Mike, swing if not tagged.

W.B.= 1st linebacker inside out not counting Mike, swing if not tagged.

"X" = 1st Digit (5) Fade Vs. Roll. W/S Blitz adjustment.

PROTECTION

Regular

FORMATIONS

Trips
Split
Spread
Far

PASSING GAME

PROTECTION

60-70 OUTSIDE - REVERSE PASS

RULES - TECHNIQUES - COACHING POINTS

NOTE: The onside in this protection is the side of the action called - EXAMPLE: 60 OUTSIDE REVERSE PASS - onside is the right side; 70 OUTSIDE REVERSE PASS - onside is on the left side. If on the OFFSIDE, it is important to stay square on the defenders and maintain your block, as the wide receiver will be coming back your way on REVERSE ACTION!

C - MAN BLOCKING - "0" - Same as Play Pass 60-70 OUTSIDE. If covered by a linebacker or uncovered, drive hard to the hip of the next down lineman to playside - hinge back if no one is coming into your area!

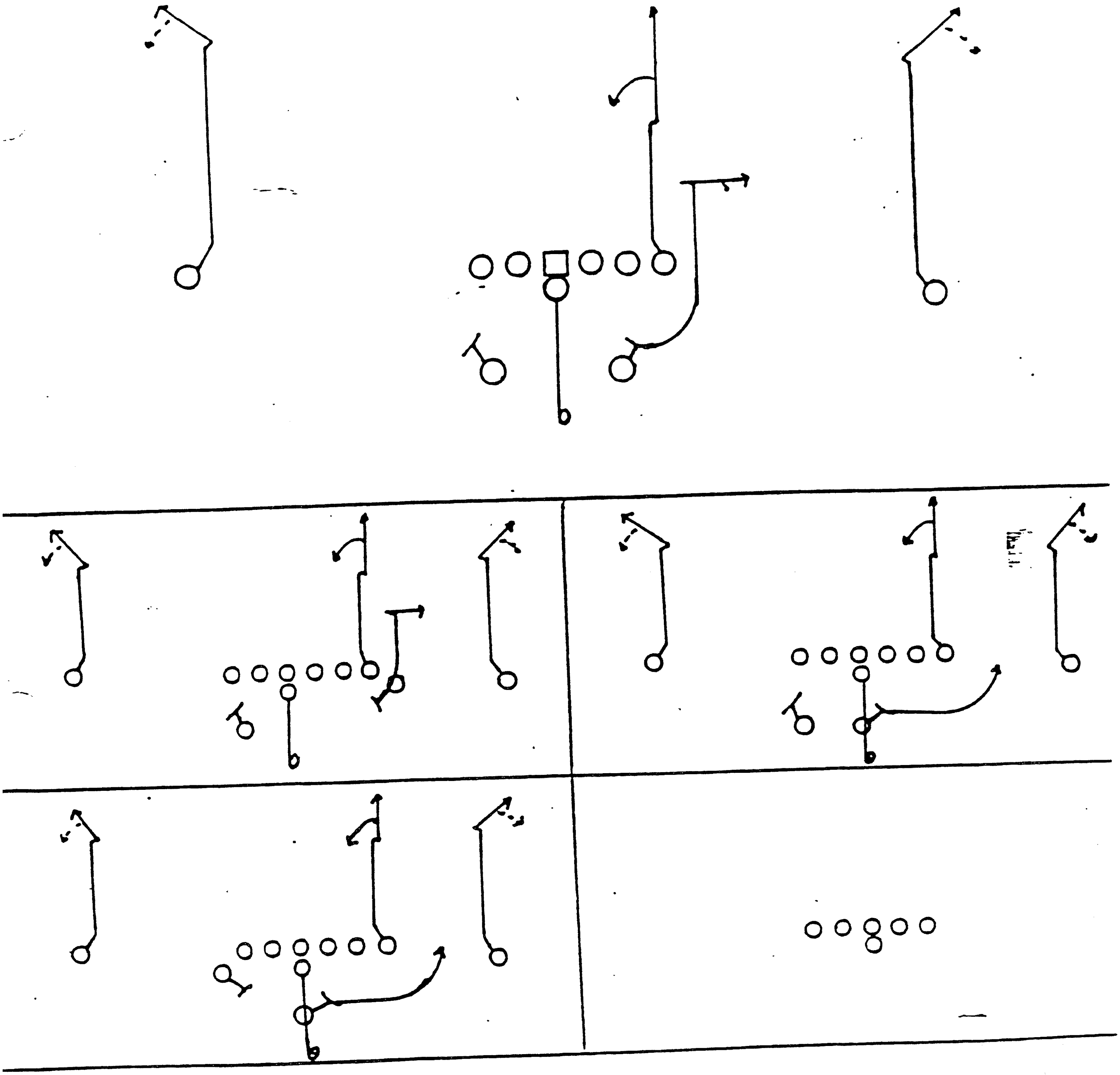
ON G - MAN BLOCKING - #1 - Same as Play Pass 60-70 OUTSIDE. If #1 is a linebacker - drive hard to the hip of the defender aligned on t tackle - hinge back if no one is coming into your area! If covered by a down lineman, read his alignment - HIGH PRESSURE CONTROL TECHNIQUE!

ON T - MAN BLOCKING - #2 - Same as Play Pass 60-70 OUTSIDE. If #2 is a down lineman, read his alignment, if outside eye or shoulder (5 TECHNIQUE) - drive on his outside number - if head up or inside eye (4 or 4-I TECHNIQUE) - block under the chin - HIGH PRESSURE CONTROL TECHNIQUE! If #2 is a linebacker - drive hard to t hip of the defender aligned over the TIGHT END - be alert for LBer coming underneath you! Hinge back if no one is coming into your area!

OFF G - MAN BLOCKING - #1 - Same as Play Pass 60-70 OUTSIDE. If #1 is a linebacker - drive hard to the hip of the defender aligned on the center. Hinge back if no one is coming into your area. If covered by a down lineman, drive on his inside number - HIGH PRESSURE CONTROL TECHNIQUE!

OFF T - MAN BLOCKING - #2 - Same as Pass Play 60-70 OUTSIDE. If #2 is a down lineman, drive on his inside number - HIGH PRESSURE CONTROL TECHNIQUE! If #2 is a linebacker - drive hard to the hip of the defender aligned on the guard - hinge back if no one is coming into your area!

787 WIDE



KEY COACHING POINTS

QB = Strongside read, MOF open read deep to short inside/out. MOF closed read deep to short outside/in. Responsible with X for W/S.

S.B.= 1st linebacker inside out not counting Mike, swing if not tagged.

W.B.= 1st linebacker inside out not counting Mike, swing if not tagged.

"X" = 1st Digit 7, adjust Vs. W/S Blitz

PROTECTION

Regular

FORMATIONS

Split
Far
Spread
Trips

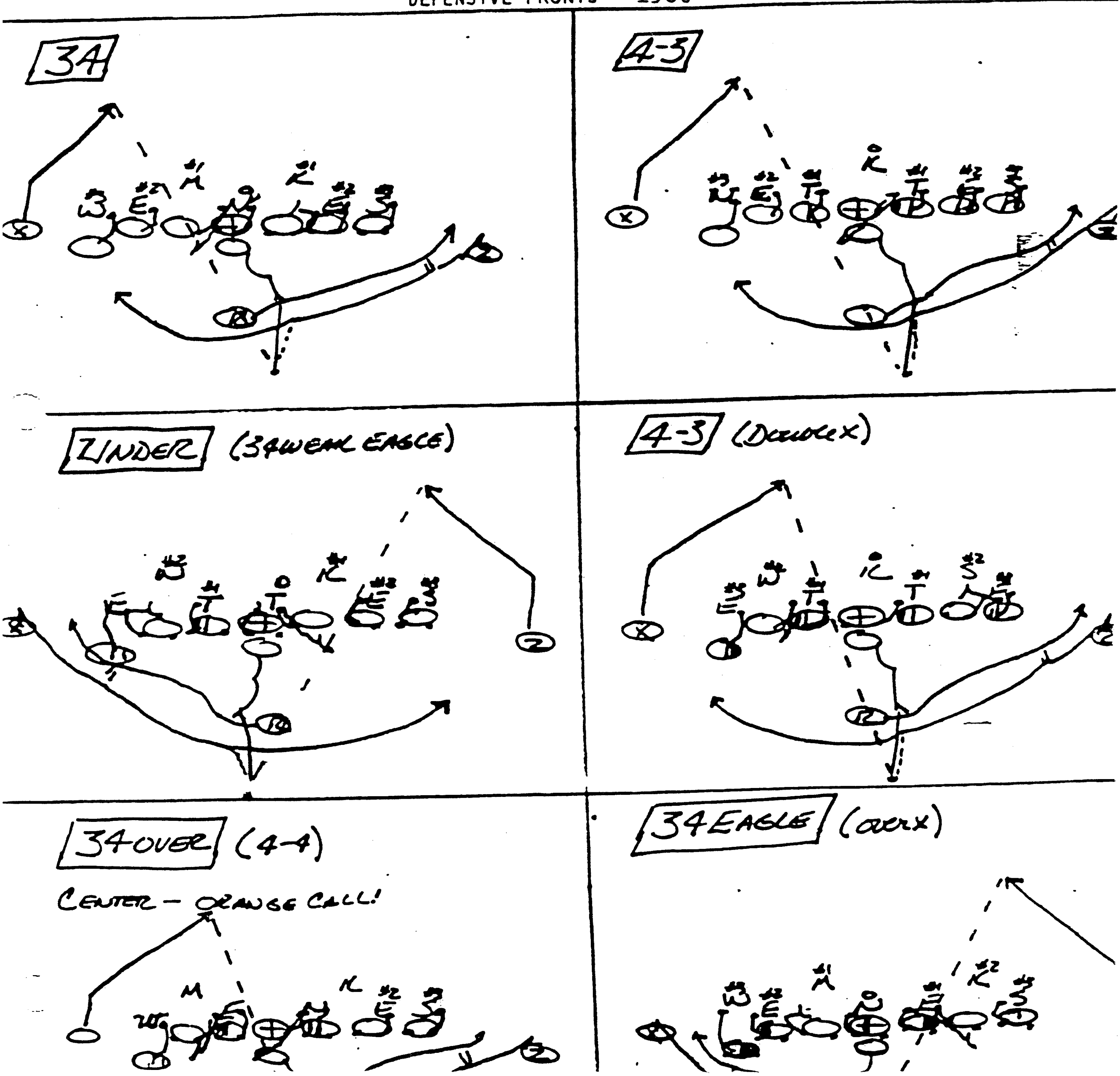
PASSING GAME

PROTECTION

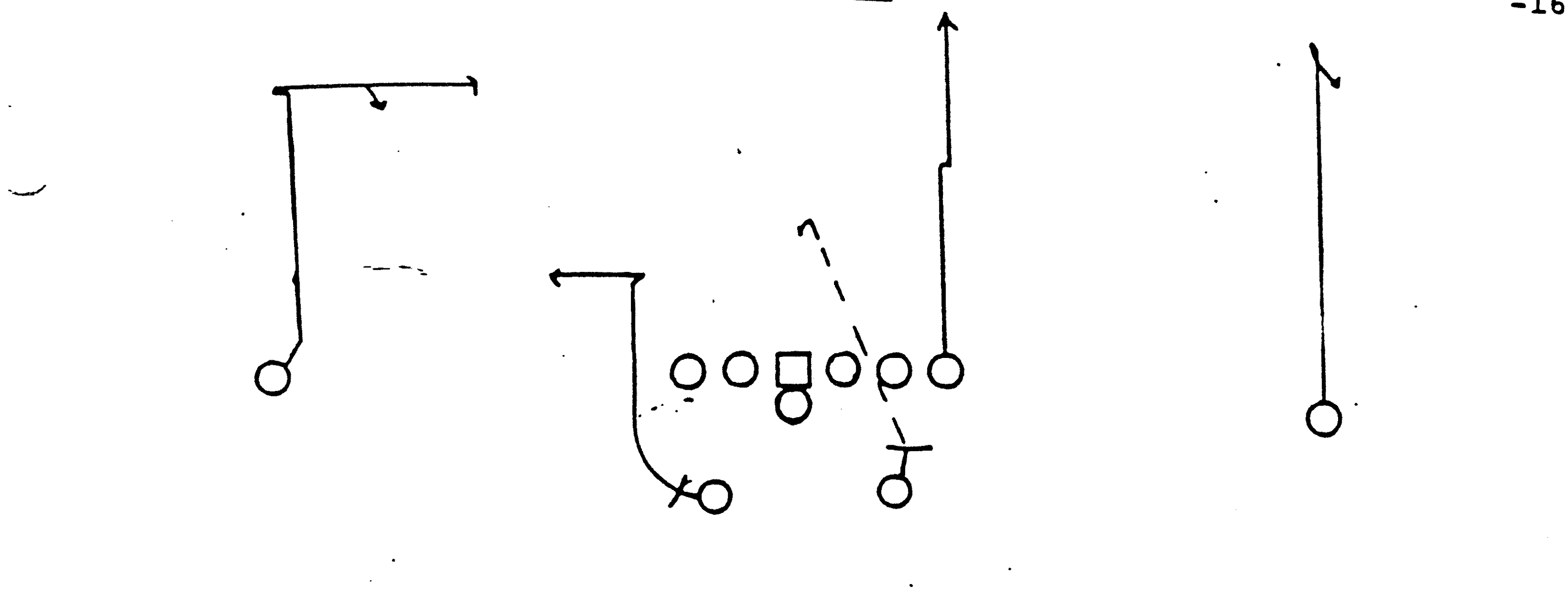
60-70 OUTSIDE REVERSE PASS

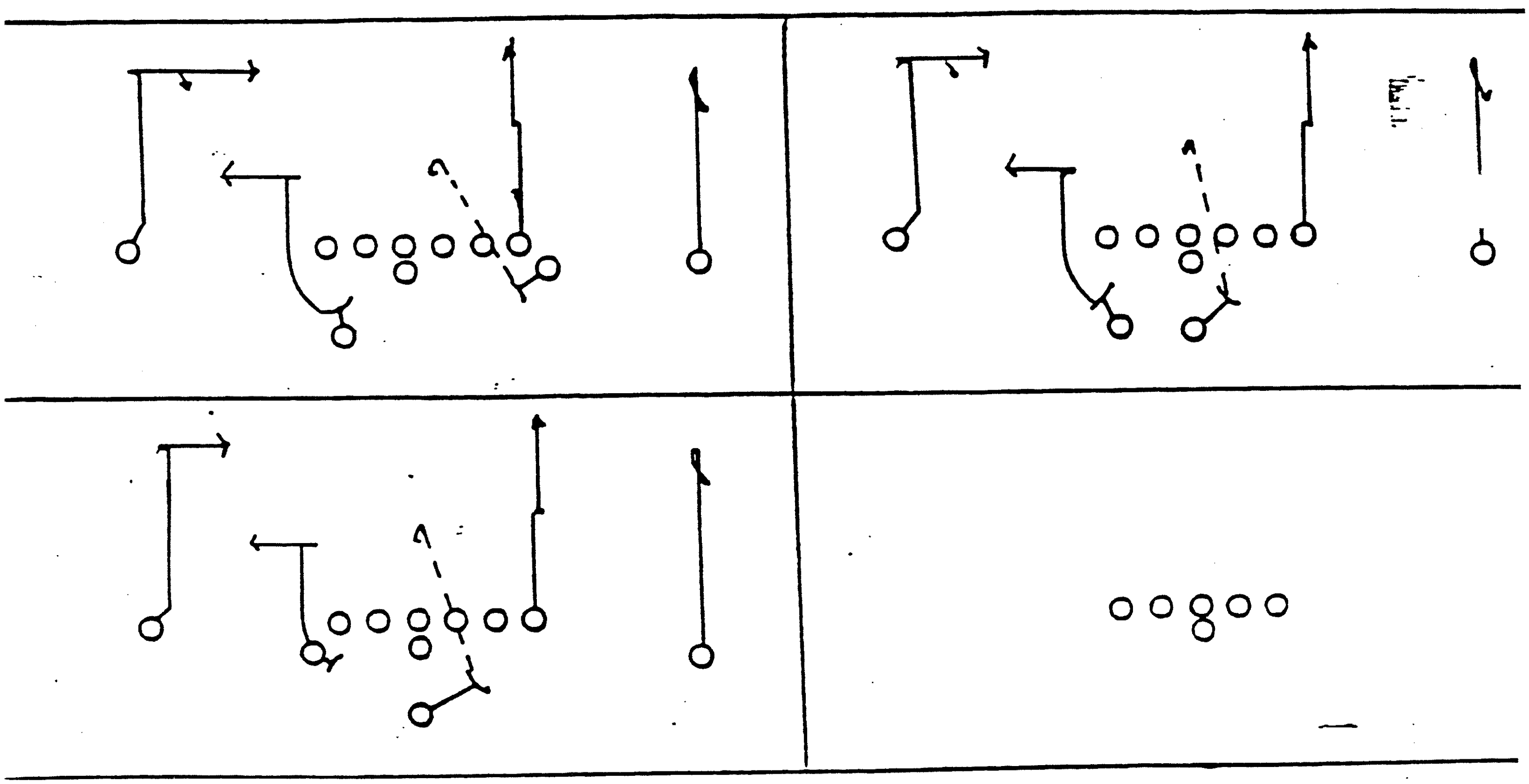
This is a SPECIAL PASS that will be thrown by Quarterback after faking the WIDE REVERSE ... "X"! It is important that the off line give the def se ... so that the defense reacts to the r

DEFENSIVE FRONTS - 1986



495 LUCKY





KEY COACHING POINTS

QB = Weakside read unless W/S takes away the 4. Read deep to short off underneath coverage. W/S weak work strong side inside/out.

S.B.= 1st linebacker inside out not counting Mike, swing if not tagged.

W.B.= 1st linebacker inside out not counting Mike, swing if not tagged.

"X" = 1st Digit (4), adjust Vs. W/S Blitz

"Y" = 2nd Digit (9)

"Z" = 3rd Digit (5) Fade Vs. Roll

PROTECTION

Regular

FORMATIONS

Split
Far
Spread
Trips

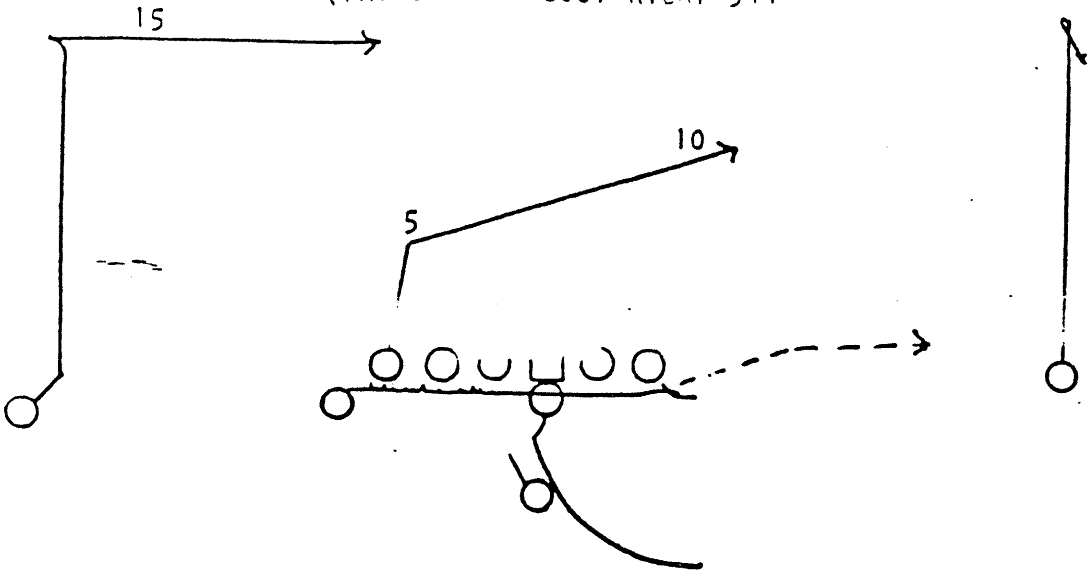
TABLE OF CONTENTS

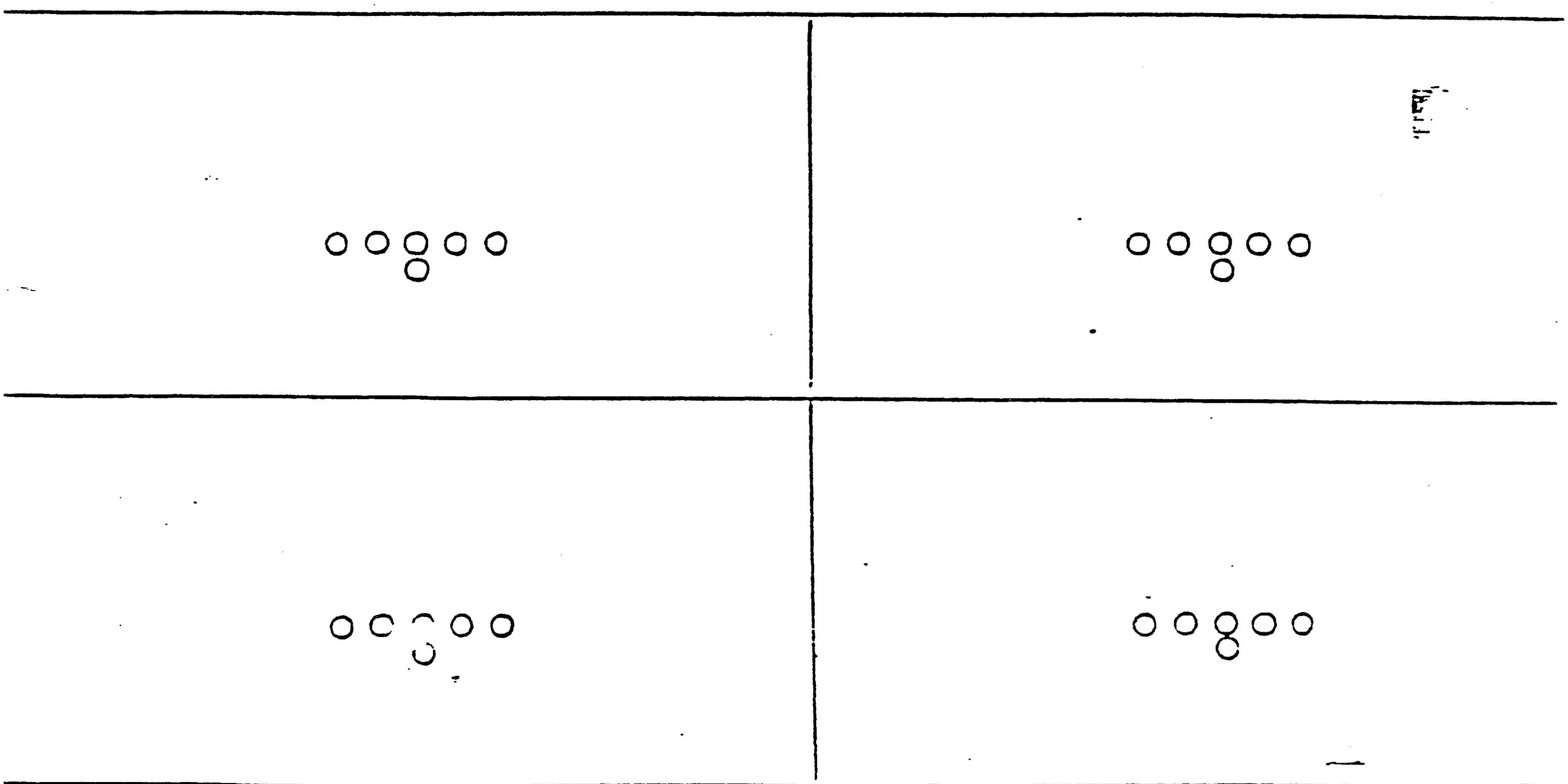
(SPECIAL PASSING)

TABLE OF CONTENTS

("OH'S" PASSING)

(TRIPS W   BOOT RIGHT 544





KEY COACHING POINTS

QB

X & QB have W/S Blitz
Stay Weak, X to Y, H.

"R" - Fake 20 Reach, Mike
"H" - check will, run flat
"Y" - cross to open area
"Z" - 4 route
"X" - blitz adjustment vs. W/S blitz
    5 route, fade vs. press

PROTECTION

Bootleg

FORMATIONS

Trips Whiz

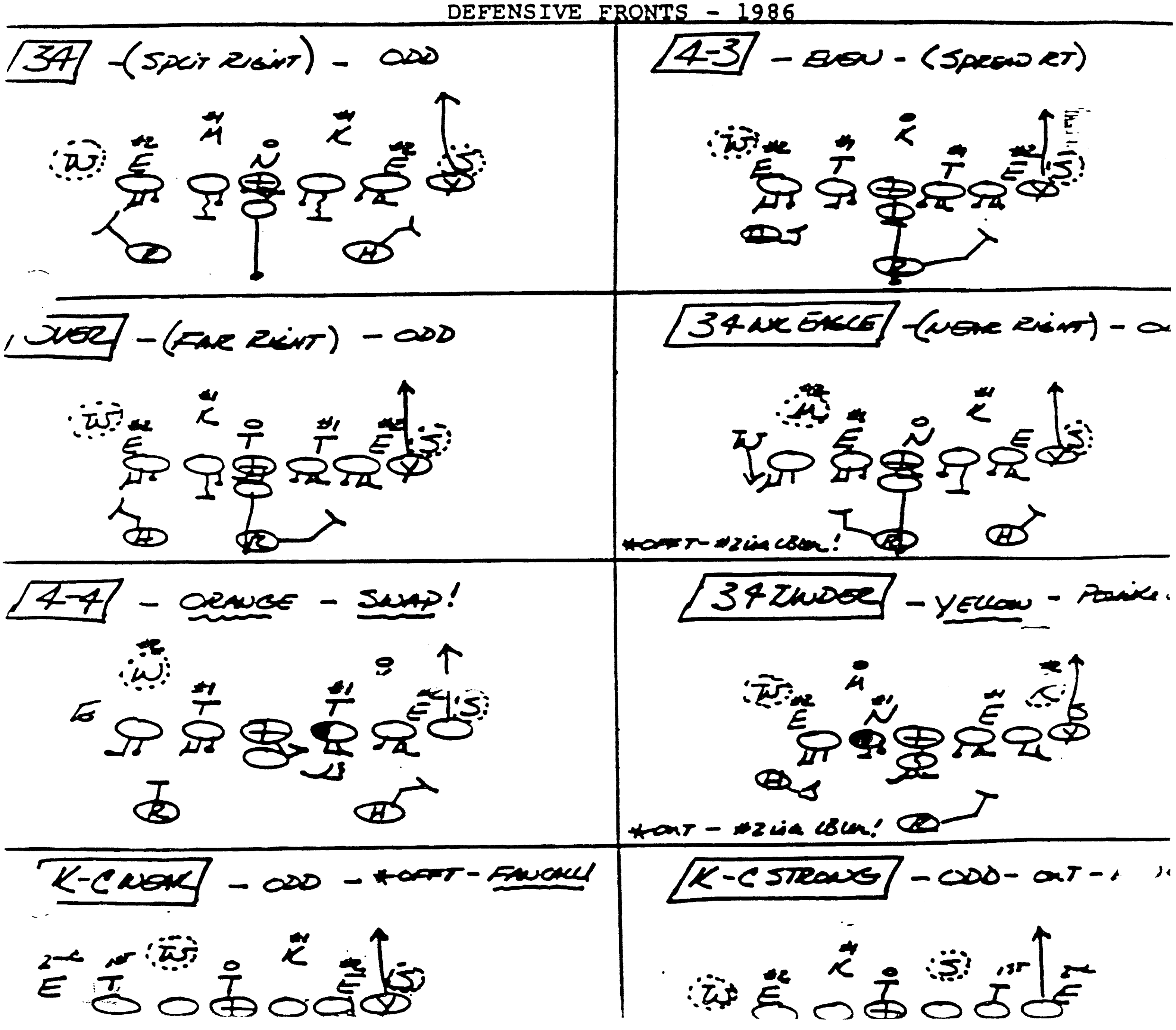
PASSING GAME

PROTECTION:

REGULAR PROTECTION

This is our BASIC DROP BACK pass protection where our offensive line will use MAN BLOCKING PRINCIPLES giving us a SOLID FRONT. Both backs ("R" and "H") will be given a blocking responsibility-- 1st linebacker or blitzer inside-out -- outside the center-box excluding "MIKE". This protection can be run from TWO-BACK SETS as well as from our standard ONE-BACK SETS of SPREAD or TRIPS! In order for the BACKS to apply their rule properly they must know by formation call if they are the STRONG or WEAK BACK.

DEFENSIVE FRONTS - 1986



OFF T MAN BLOCKING - #2 - Same as 60-70 OUTSIDE! If #2 is a down lineman, drive on his onside number (HIGH PRESSURE CONTROL). If defender aligned onside eye or shoulder (4-I TECHNIQUE) - drive under the chin! If #2 is a linebacker - drive hard to the hip of the defender aligned on the off-guard - hinge back and work the back door if no [illegible]ming into your AREA.

"Y" MAN BLOCKING - #3 - (High Pressure Control)

ONSIDE

Block three counts and leak into hash area.

OFFSIDE

Block three counts and release into flat.

"R-BACK" Flash fake 60-70 Outside and look for #4 from the call side. If #4 is not a threat to the QB, flatten out down the LOS and become a receiver. Once you get within 5 yards of the sideline and the ball hasn't been thrown, just hook it up right there.

"H-BACK" MAN BLOCKING - #3 - (High Pressure Control)

ONSIDE

Block three counts and leak into has area .

OFFSIDE

Block three counts and and release into flat.

PASSING GAME

PROTECTION:

"OH'S PROTECTION

RULES - TECHNIQUES - COACHING POINTS:

NOTE: The onside in this protection is the FORMATION CALL SIDE - Example: TRIPS RIGHT - OH'S" - 970 - RIGHT SIDE is ONSIDE! TRIPS LEFT - "OH'S" 585 Over - LEFT SIDE is ONSIDE! If the term RIP or LIZ is added prior to the pattern called - the uncovered lineman to the RIP(right) or LIZ (left) side has a dual read. This term will be added versus teams that employ a 3-4 look as their base front!

C MAN BLOCKING - "O" - (Drop Back Protection Technique) - Versus an Even Call - explode back 1 to 1½ yards deep & check your linebacker (Mike) - OVER LAP TECHNIQUE) - look to help on anything inside or pick up the TRASH!

CALLS TO BE ALERT FOR:

a) ODD or EVEN CALL - Your call - to determine the alignment of the defensive front!

   1) ODD - Covered by a down lineman!

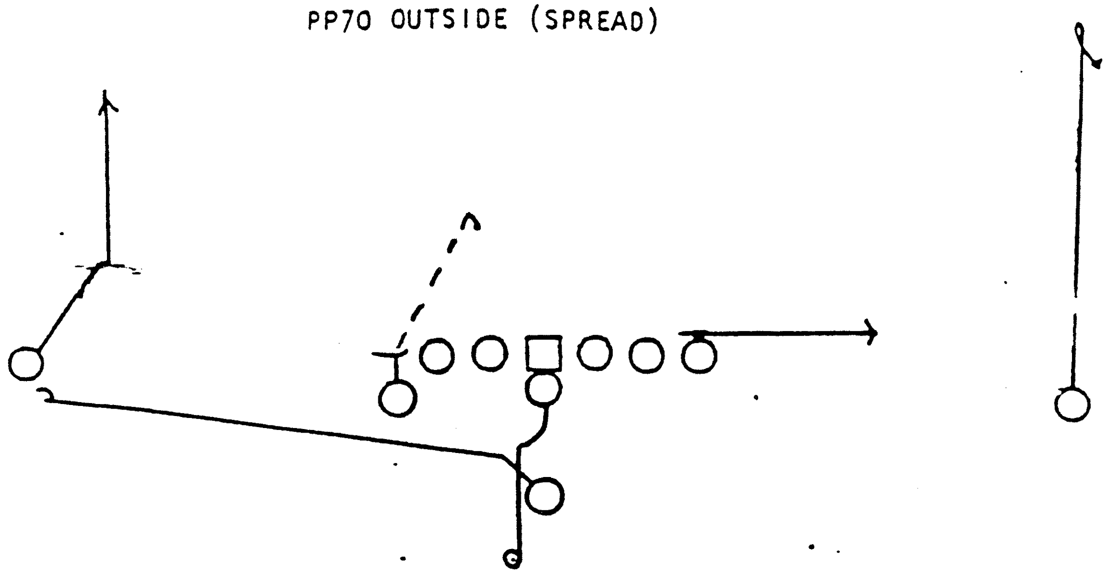
   2) EVEN - Covered by a linebacker!

b) ORANGE or YELLOW CALL - Your call - when uncovered - call to determine which side you are counting "O". ORANGE - to the right; YELLOW - to the left! Versus - 3 DOWN LINEMEN - make color call to the side the nose/tackle aligns. Versus - 4 DOWN LINEMEN - make the color call to the side that "Mike" aligns. If the "Mike" has been substituted for such as in the 3rd down looks (NICKEL; DIME; or QUARTER looks) make the call to the PROTECTION CALL SIDE which is the formation call in OH'S PROTECTION!

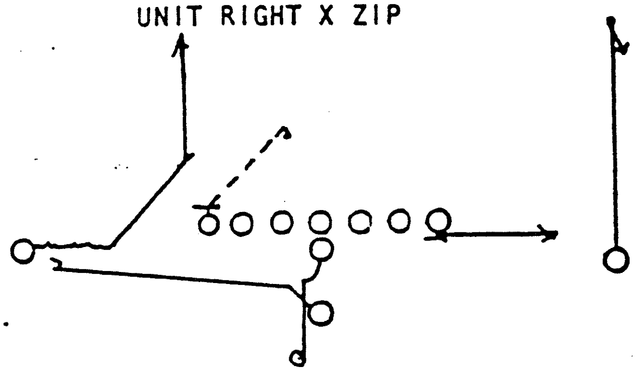
c) SWAP CALL - Set to block the defender aligned on the onside guard - AREA BLOCKING! Be prepared to handle a T-T TWIST - as you set, if the defender aligned on the onside guard LOOPS backside - rock back towards the offside guard and make a SWITCH CALL. NOTE: SWAP CALL will only come after an orange or yellow call.

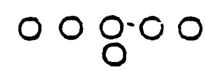
d) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING! ROCK-IT - slide right; LOAD-IT - slide left! Your call - if covered by a

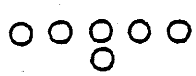
PP70 OUTSIDE (SPREAD)

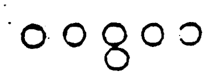


UNIT RIGHT X ZIP









KEY COACHING POINTS

QB = QB & X have W/S Blitz; 7 steps off 60/70 Outside Fake; weakside read, check W/S and corner for double support. N/T [illegible] take "R" on sitdown or comeback to CB. Last options are "H" or "Y" on checks. Be aware of D/D

R = Fake 60/70 Outside, set down of LOS

H = Aggressive, block man on, check down

Y = Block man on, outside, flat after 3 count

Z = 9 Comeback, Pattern could change by game plan

X = Stalk W/S, Go. Blitz adjust vs. W/S Blitz

PROTECTION

Play Pass

FORMATIONS

Spread

Trips Whiz

Spread Fake Mot[illegible]

Unit

Unit X Zip

d) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING! ROCK-IT- slide right; LOAD-IT - slide left! Your call - if covered by a down lineman and linebacker stacked in general area onside. This call can be made to either side of an over load versus OVER or UNDER looks!

ON G MAN BLOCKING - #1 - (DROP BACK PROTECTION TECHNIQUE). If #1 is a linebacker - explode back 1 to 1½ yards deep unless "FIRM" has been called - check your linebacker - be prepared to help on anything that shows inside. If #1 is a down lineman - If #2 is a down lineman - take proper set - take him on the LOS!

CALLS TO BE ALERT FOR:

a) EVEN CALL - Set inside to block #1 - unless he is aligned in a loose 3 technique. Be prepared to handle a T-T TWIST - as you set, if the defender aligned on you LOOPS backside - keep sliding flat to inside and make a SWITCH CALL to offside guard and switch off!

b) SWAP CALL - Your call - in conjunction with an ORANGE or YELLOW CALL by center - area blocking with center! If the call is your side and #1 is aligned inside eye or shoulder (1 TECHNIQUE) or if linebacker or 1st blitzer is threatening the 3 gap - make SWAP CALL - open out and slightly back on your set - block any defender rushing into YOUR AREA - no one coming into your area - Over lap backside towards the center-box!

c) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING. ROCK-IT - slide right; LOAD-IT - slide left! Open out to the side of the call - block any defender that rushes into YOUR AREA!

ON T MAN BLOCKING - #2 -(DROP BACK PROTECTION TECHNIQUE). If #2 is a linebacker - FAN - 2nd man on LOS! If #2 is a down lineman - read his alignment and set accordingly. If 4 or 5 TECHNIQUE - use inside set! NOTE: All T-E-TWIST we pick up MAN and all E-T TWISTS are zoned off with the guard!

CALLS TO BE ALERT FOR:

a) ODD CALL - Set to block #2 the defensive end!

b) EVEN CALL - If #2 is a linebacker - block the wide rush end!

c) SWAP CALL - 2 MAN SLIDE between center and onside guard - set to block the defensive end!

d) ROCK-IT or LOAD-IT CALL - 3 MAN SLIDE between center and both guards! Set to block the defensive end!

PASSING GAME

PROTECTION:

PLAY PASS 60-70 OUTSIDE

RUL[illegible]S - TEC[illegible] [illegible]ES - [illegible]ACHING POINTS:

NOTE: The onside in this protection is the side of the action called - Example: PLAY PASS 60 OUTSIDE - ONSIDE is the right side; PLAY PASS 70 OUTSIDE - ONSIDE is the left side! On all play action type passes, all TWISTS and BLITZES are to be ZONE pick-ups. The reason for this is so that we can give the defense a RUN-READ!

C — MAN BLOCKING - "0" - Same as 60-70 OUTSIDE! If covered by a linebacker - drive hard to the hip of the next down lineman to playside - as you step, "eye-ball" the linebacker- if no defender working into your area - hinge back!

ON G — MAN BLOCKING - #1 - Same as 60-70 OUTSIDE! If #1 is a linebacker - drive hard to the hip of the defender aligned on the tackle. If he "rocks" or slants inside - block him under the chin and square your shoulders to the goal line. If covered by a down lineman - read his alignment.

ON T — MAN BLOCKING - #2 - Same as 60-70 OUTSIDE! If #2 is a down lineman, READ his alignment - if outside eye or shoulder (5 TECHNIQUE) - drive on outside number - if end "rocks" inside - punch and pass to guard - look for scrape-off linebacker. If defender is aligned in a (4 TECHNIQUE) - drive under chin. Be alert for him to slant inside. If aligned onside eye or shoulder (4-I TECHNIQUE) - step with inside foot - punch and pass to onside guard. If #2 is a linebacker - READ his alignment - if aligned outside eye or shoulder - ZONE STEP toward the hip of the defender aligned on the tight end. As you step, "eyeball" the linebacker so he doesn't try and run underneath your block. If linebacker is head up or inside-eye on alignment make MAN CALL to tight end. If linebacker "blitzes" inside - SWITCH OFF with the guard!

OFF G — MAN BLOCKING - #1 - Same as 60-70 OUTSIDE! If #1 is a linebacker - drive hard to the hip of the defender aligned on the center - hinge back and work the back door if no one coming into your AREA. If covered by a down lineman, drive on his onside number (HIGH PRESSURE CONTROL). If defender aligned inside eye or shoulder (1 TECHNIQUE) - drive under the chin!

b) SWAP CALL - 2 MAN SLIDE between center and onside guard - set to block the defensive end!

c) ROCK-IT or LOAD-IT CALL - 3 MAN SLIDE between center and both guards! Set to block the defensive end!

OFF G MAN BLOCKING - #1 -(DROP BACK PROTECTION TECHNIQUE). If #1 is a linebacker (ODD CALL) - explode back - using an onside set approximately 1 to 1½ yards deep towards call side (OVER LAP TECHNIQUE) - check your linebacker - if he drops look to help center or pick up TRASH inside. If #1 is a down lineman - set inside unless he is aligned in a loose 3 technique - be prepared to handle a T-T TWIST - don't allow penetration! NOTE: If covered by a down lineman and linebacker walks up or threatens the center-guard gap (1 GAP) - set onside and block the linebacker in numbers!

CALLS TO BE ALERT FOR:

a) SWAP CALL - Your call - if center makes COLOR CALL (Orange or Yellow) your side and #1 is aligned onside eye or shoulder (1 TECHNIQUE). Open out and slightly back on your set - block any defender rushing into YOUR AREA - no one coming into your area - Over lap back inside towards the center-box!

b) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING. ROCK-IT - slide right; LOAD-IT - slide left! Use a lateral set to block the defender aligned on the center. If his hip goes away-be alert for someone twisting or blitzing back into your area!

c) FAN CALL - If offside tackle makes FAN CALL - set to block the defender aligned on the tackle. Use a WIDE RUSH SET!

OFF T MAN BLOCKING - #2 - (DROP BACK PROTECTION TECHNIQUE) NOTE: If #2 is a linebacker - FAN - 2nd man on LOS or the next defender to outside (34 Weak Eagle or Under Look).

CALLS TO BE ALERT FOR:

a) FAN CALL - Your call - if covered by a down lineman and rush-end aligned outside (K-C LOOK) - make FAN CALL - set accordingly to block the wide-rush end!

"Y" MAN BLOCKING - #3 - (DROP BACK PROTECTION TECHNIQUE). If on-tackle is covered by down lineman then zone #2 and #3 with the on tackle. (SOX and SEX STUNTS)!

NOTE: COLOR CALL your side (Orange or Yellow) disregard the 1st man off the LOS because he is "O".

PASSING GAME

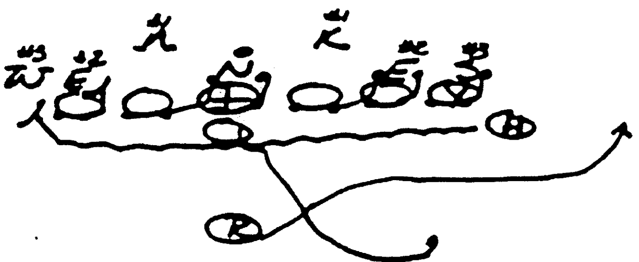
PROTECTION:

PLAY PASS 60-70 OUTSIDE

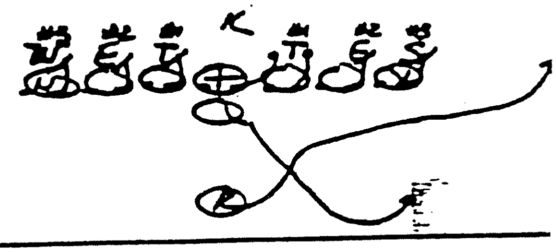
When Quarterback gives the term PLAY PASS he is alerting the offensive line to block the protection exactly like the RUN. It is important that we give the defense a RUN READ that the defense reacts to the rur this type of pass to be successful.

DEFENSIVE FRONTS - 1986

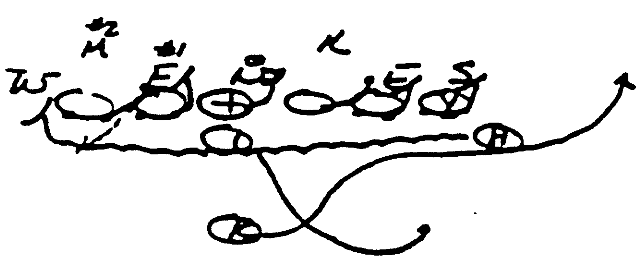
34 or (K-C)



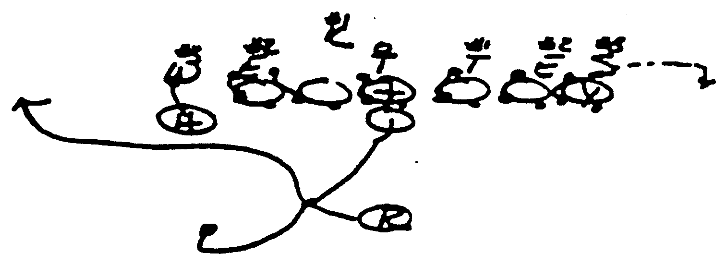
4-3



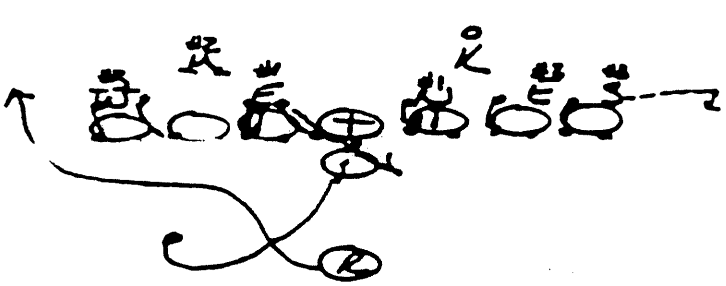
34 WEAK EAGLE or (LINDER)



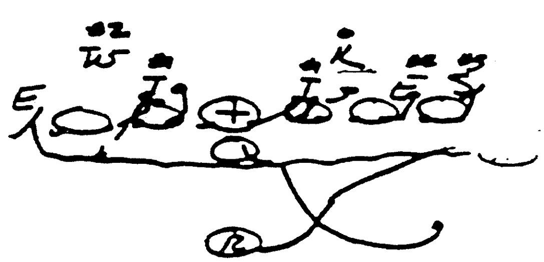
OVER



34 OVER - CENTER - ORANGE!

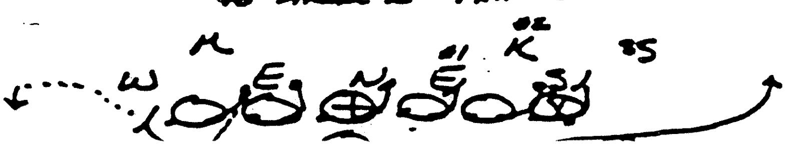


4-4 - CENTER - ORANGE!



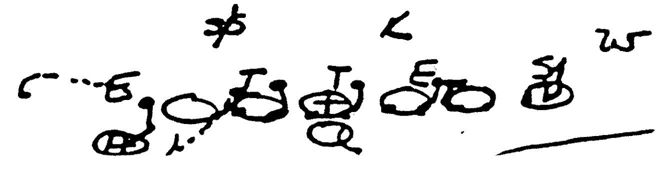
34 DOUBLE EAGLE

ONT - Read LBer alignment - BLAST to make a "MAN CALL"!



BULLETS - 46

ONT - DUCE-IT - ONG-ONT-Home inside!



WEAK BACK - This is a man protection scheme and "R" is responsible for the first "Blitzer" from inside-out, not counting the "Mike" linebacker. If your man does not rush the passer, scan from inside-out for any free (unblocked) opponent and block them. After checking your primary and secondary protection responsibilities, proceed with your pass pattern (if called) responsibility. Example: Vs. a normal 4-3 front: "R" is responsible for the weakside linebacker. Note: We designate both inside linebackers in a 3-4 front as "Mike".

a) OVERLOAD - If your protection responsibility vacates his position and goes over to the strongside of the formation, you must go across and block the first blitzer outside of the offensive tackle. If your responsibility vacates his position and takes up a coverage position in the secondary, you are free to proceed with your pass pattern.

b) ROCK IT/LOAD IT - A call made by the center alerting the back to take the first blitzer from the "guard area" to the outside.

c) ROBERT/LARRY - When coordinated with an orange or yellow (orange = Robert and yellow = Larry), the "R" will block the "second" blitzer from inside-out. If the center's orange or yellow call isn't coordianted with the huddle call (Robert/Larry), "R" will be responsible for his normal protection rules.

d) FAN CALL - Call made by offensive tackle alerting the adjacent guard and "R" back that he and the guard will be area blocking to their outside. The "R" back will then be responsible for the linebacker over the guard area.

e) RIP/LIZ - Call to alert the callside guard (Rip = right and Liz - left) that he has a dual protection responsibility and the "R" back will only block the outside linebacker, if "Mike" and "Will" rush the passer. If only one of them rush, the guard will block him and the "R" will be in the pass pattern. Rip and Liz are off vs. 4-3 fronts.

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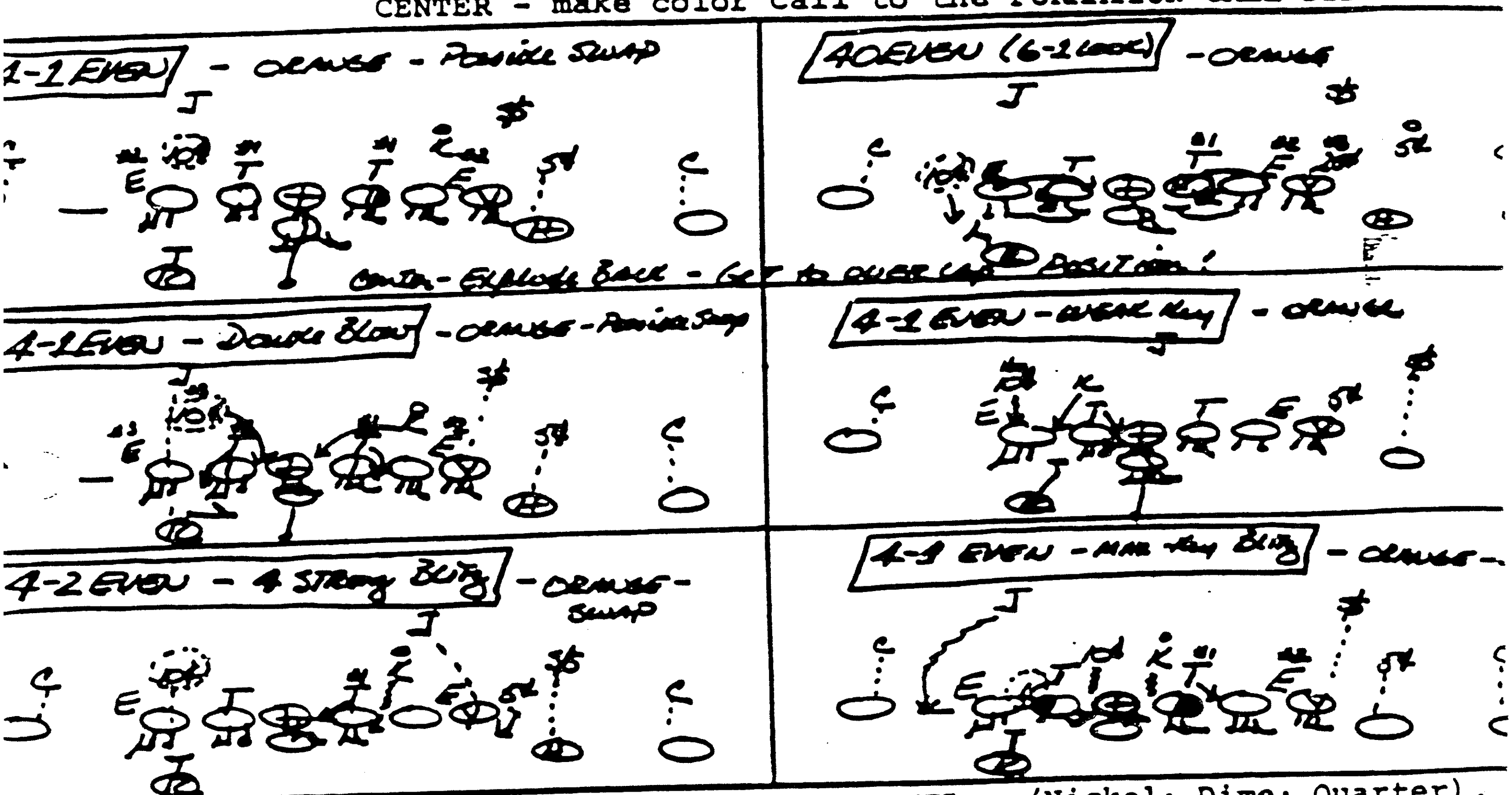
(PLAY PASS 60-70 OUTSIDE PASSING)

SPECIAL SITUATIONS - 3RD AND MEDIUM TO LONG

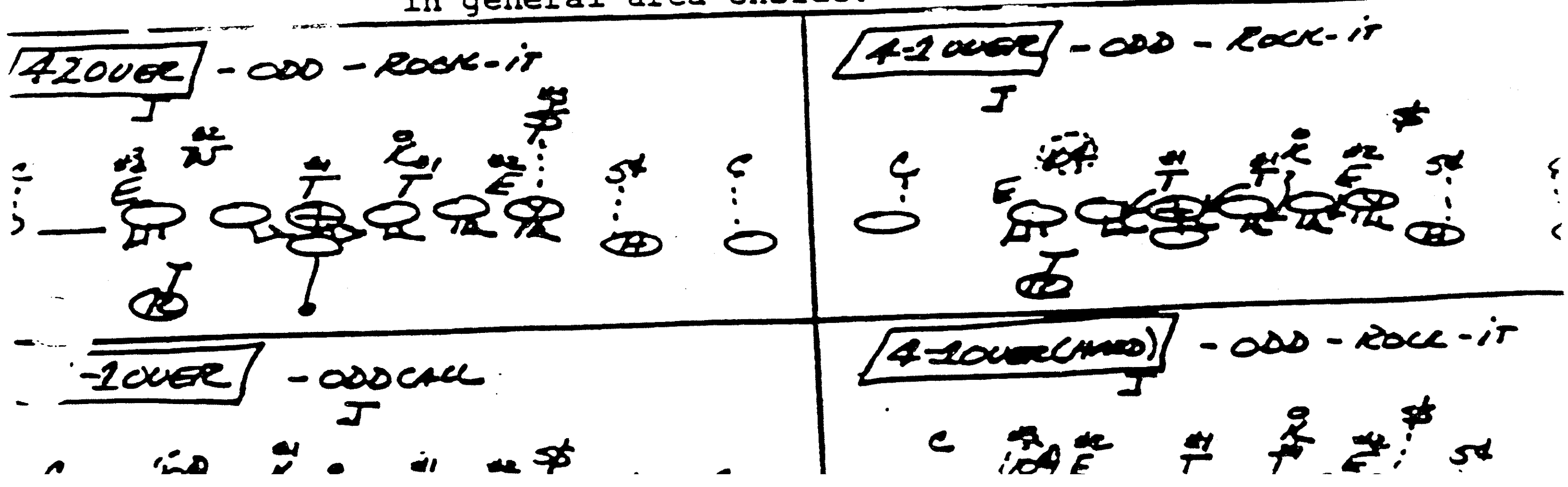
("OH'S" PROTECTION VS NICKEL; DIME; QUARTER LOOKS)

If it is a definite passing situation (2nd and long; 3rd and medium (3 to 6 yards); or 3rd and long (+6 or more) our center will alert the offensive line to remain in a PRE-SET position with a RACE-HORSE CALL. Whether they have NICKEL (2 linebackers in game); DIME (1 linebacker in game); or QUARTER (no linebackers in game) personnel in game will not affect how we make our calls!

a) EVEN LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter). CENTER - make color call to the FORMATION CALL SIDE!



b) OVER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter). CENTER - make an ODD CALL with a ROCK-IT or LOAD-IT CALL - when covered by a down lineman and onside guard and tackle covered by down linemen and BLITZER stacked in general area onside!



PASSING GAME

PROTECTION:

BOOTLEG PROTECTION

RULES - TECHNIQ - CA HING POINTS:

NOTE: The onside in this protection is the PROTECTION CALL SIDE - Example: BOOT RIGHT - ONSIDE is the right side; BOOT LEFT - ONSIDE is the left side! On all play action type passes, all TWISTS and BLITZES are to be ZONE pick ups. The reason for this is so that we can give the defense a RUSH-READ! EXAMPLE OF A CALL: TRIPS RIGHT BANG - "BOOT" RIGHT 544!

C MAN BLOCKING - "0" - (HIGH PRESSURE CONTROL TECHNIQUE). If covered by a linebacker (EVEN LOOK) - step towards the protection call side - check your linebacker - be alert to help either guard.

CALLS TO BE ALERT FOR:

a) ODD or EVEN CALL - Your call - to determine the alignment of the defense.

b) ORANGE or YELLOW CALL - Your call - when uncovered - call to determine which side you are counting "0". ORANGE - to the right; YELLOW - to the left! Versus - 3 DOWN LINEMEN - make color call to the side the nose/tackle aligns. Versus - 4 DOWN LINEMEN - make the color call to the side that "Mike" aligns. Short flat lateral step towards the color call side!

ON G MAN BLOCKING - #1 - (HIGH PRESSURE CONTROL TECHNIQUE). If #1 is a down lineman - READ his alignment - if 2 or 3 TECHNIQUE - block inside number; if 1 TECHNIQUE - block under the chin! If #1 is a linebacker, take short lead step with near foot towards the hip of the nose/tackle - check your linebacker - help on most dangerous!

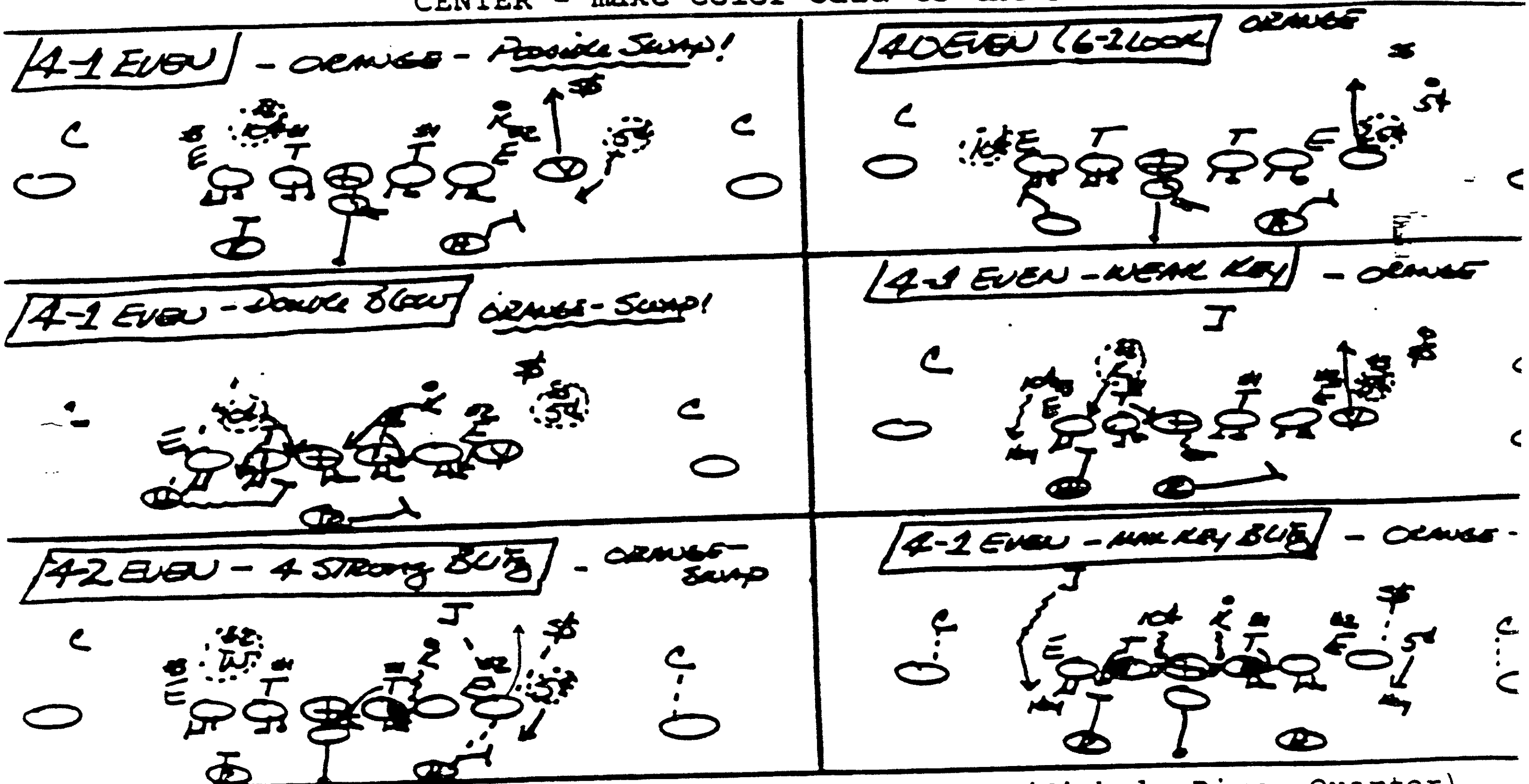
ON T MAN BLOCKING - #2 - (HIGH PRESSURE CONTROL TECHNIQUE). If #2 is a down lineman - READ his alignment - if 4 or 5 TECHNIQUE - block inside number; if 4-I TECHNIQUE - block under the chin! If #2 is a linebacker, step inside towards the hip of the 3 TECHNIQUE (defender aligned on the guard) check your linebacker - help on most dangerous.

SPECIAL SITUATIONS - 3RD AND MEDIUM TO LONG

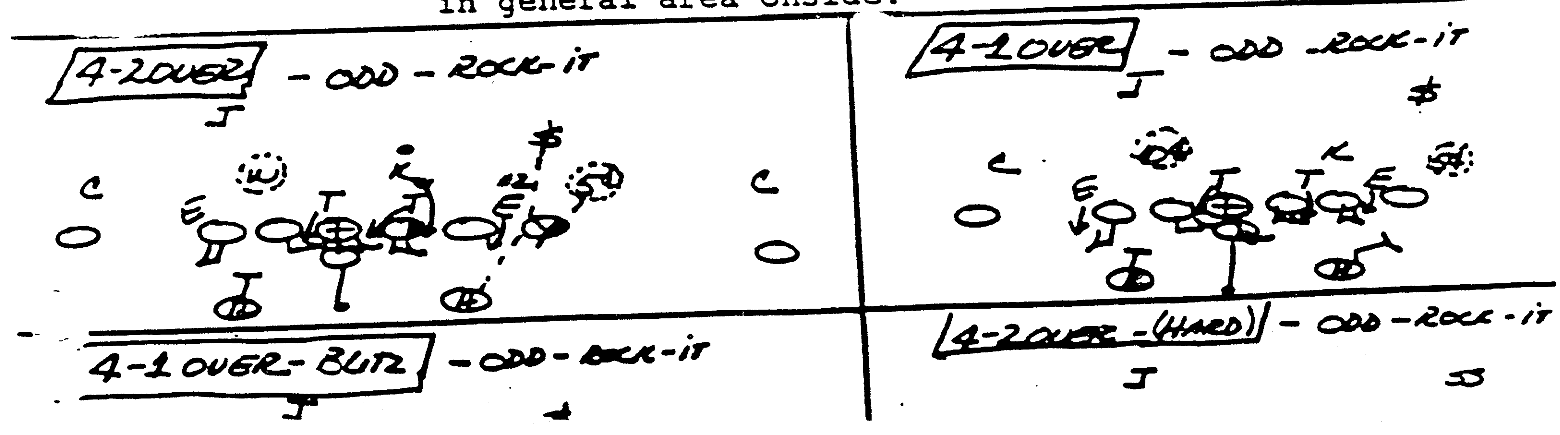
(REGULAR PROTECTION VS. NICKEL; DIME; QUARTER LOOKS)

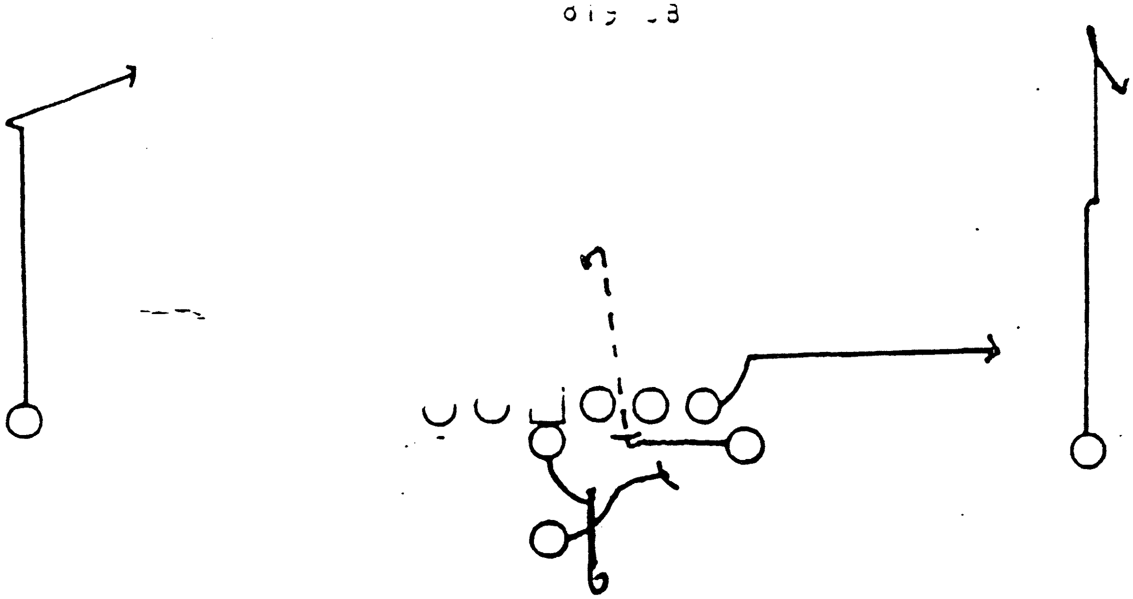
If it is a definite passing situation (2nd and long; 3rd and medium (3 to 6 yards); or 3rd and long (+6 or more) our center will alert the offensive line to remain in a PRE-SET position with a RACE HORSE CALL. Whether they have NICKEL (2 linebackers in game); DIME (1 linebacker in game); or QUARTER (no linebackers in game) personnel in the game will not affect how we make our calls!

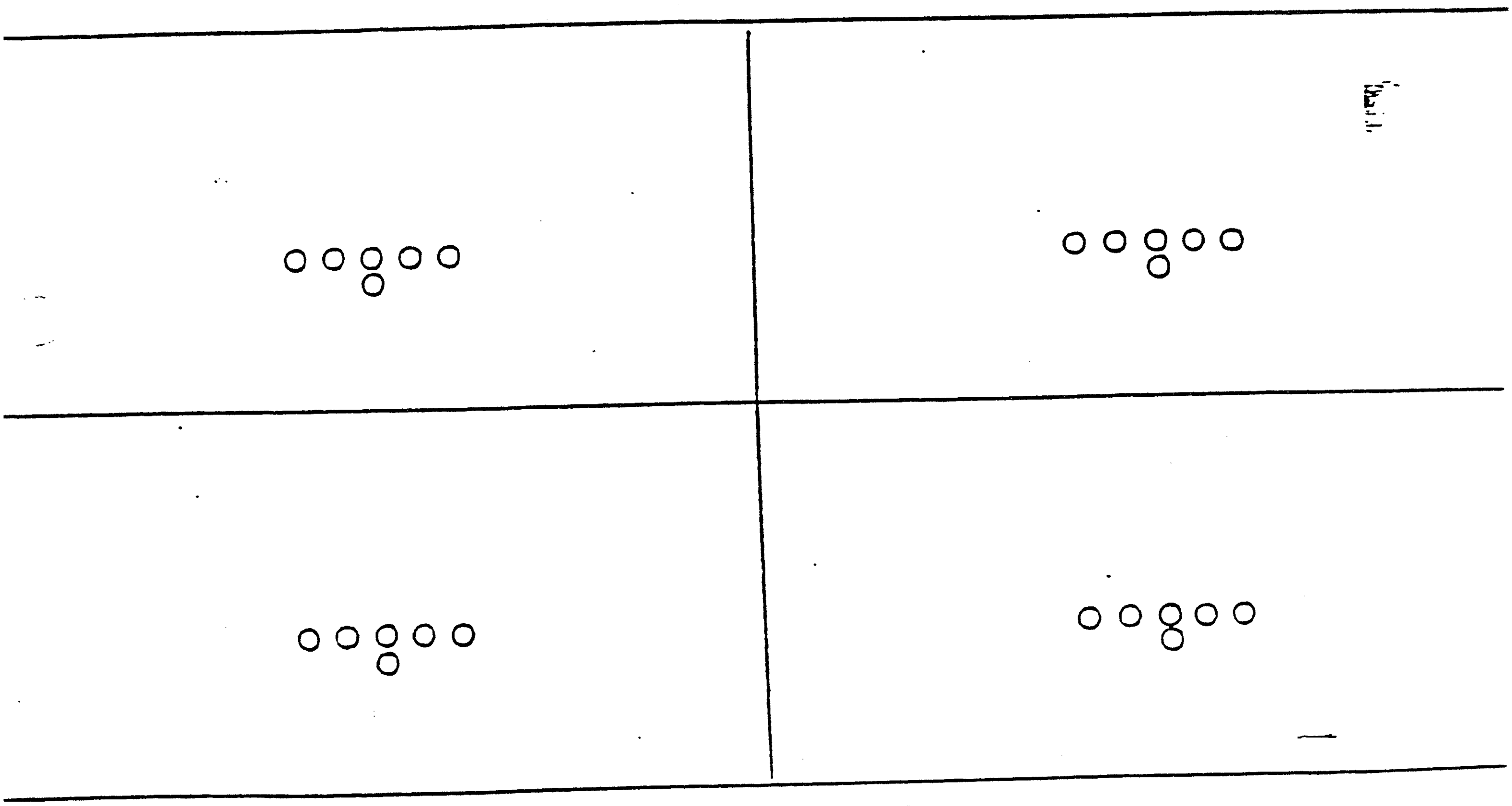
a. EVEN LOOKS - 4 DOWN PERSONNEL (Nickel; Dime; Quarter). CENTER - make color call to the FORMATION CALL SIDE!



b. OVER LOOKS - 4 DOWN PERSONNEL (Nickel; Dime; Quarter). CENTER - make an ODD CALL with a ROCK-IT or LOAD-IT CALL - when covered by a down lineman and onside guard and tackle covered by down lineman and BLITZER stacked in general area onside!







KEY COACHING POINTS

QB = Play action, strongside read; stay strong regardless of coverage; work outside/in deep to short; backside by game plan. Responsible for W/S blitz.

S.B.(H) = Check Mike or 1st LB'er inside out counting Mike, run over

W.B.(R) = Fake 40, 1st LB'er inside out not counting Mike

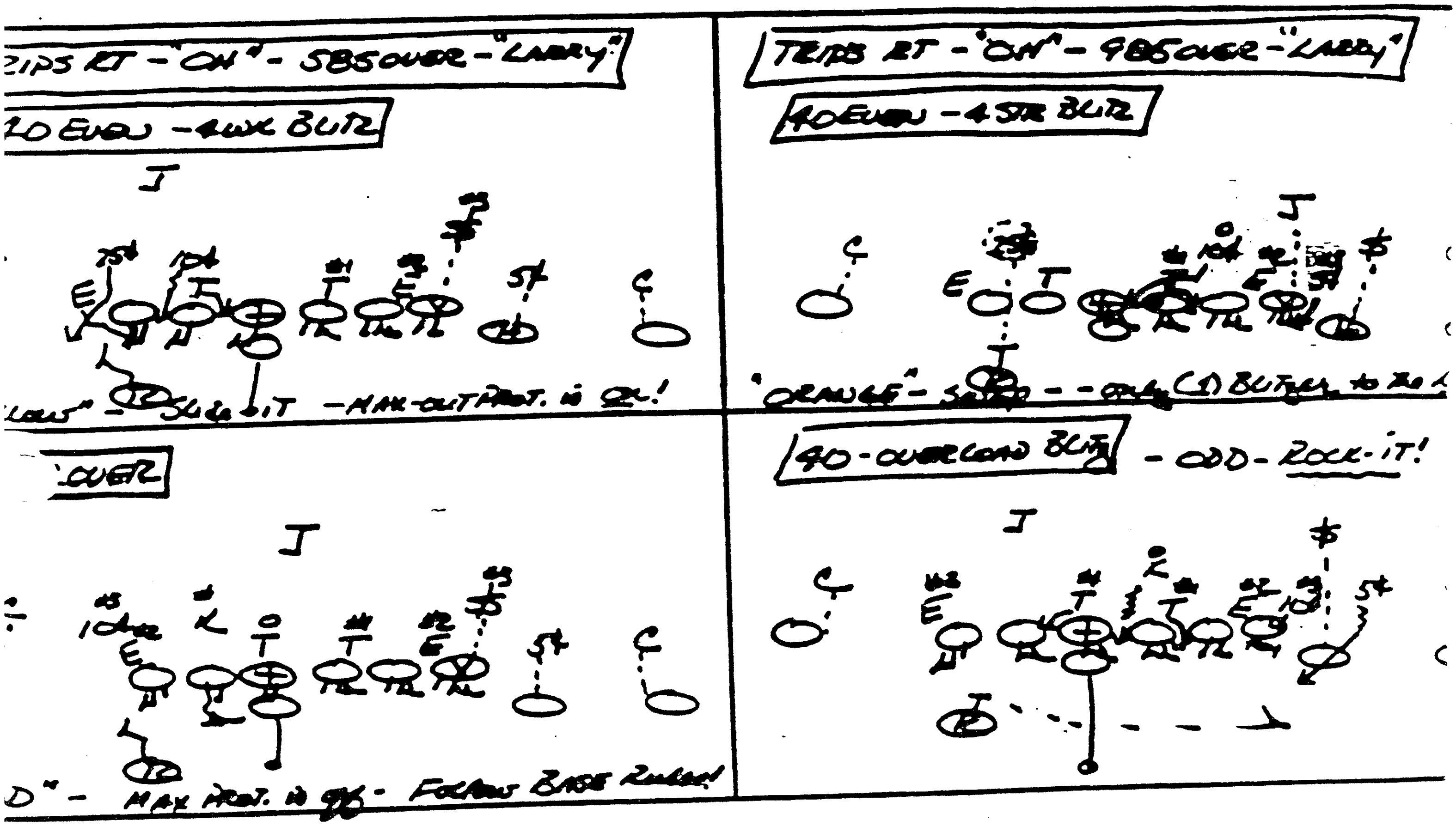
PROTECTION

CH 60/70

FORMATIONS

Trips Bang
Near

e) ROBERT or LARRY - If the term ROBERT or LARRY is called in the huddle -- the Quarterback is alerting the team to MAX-OUT PROTECTION! If the term "ROBERT" has been called in the huddle (we are expecting a 4 WEAK BLITZ) and the center makes and ORANGE CALL (2 blitzers are to the right of the center) -- the center is confirming that MAX PROTECTION is ON! If the center makes any other call (Odd; Even; Load-It; Yellow) -- follow the base rules of "OH'S" PROTECTION and the center's call. If the term "LARRY" has been called in the huddle and the center makes a YELLOW CALL (2 blitzers are to the left of the center) the center is confirming that MAX PROTECTION is ON!



OFF G MAN BLOCKING - #1 - (HIGH PRESSURE CONTROL TECHNIQUE). If #1 is a down lineman - READ his alignment - if 2 or 3 TECHNIQUE - block inside number; if 1 TECHNIQUE - block under chin! If #1 is a linebacker , take short lead step with near foot towards the hip of the nose/tackle - check your linebacker - help on most dangerous!

OFF T MAN BLOCKING - #2 - (HIGH PRESSURE CONTROL TECHNIQUE). If #2 is a down lineman - READ his alignment - if 4 or 5 TECHNIQUE - block inside number; if 4-I TECHNIQUE - block under the chin! If #2 is alinebacker, step onside towards the hip of the 3 TECHNIQUE (defender aligned on teh guard) hinge back and check linebacker to defensive end!

"Y" Run pattern called unless BOOT ACTION is called to your side - then MAN BLOCK #3 - (HIGH PRESSURE CONTROL)

"R-BACK" "R" will fake 60-70 Outside away from the direction the QB will roll. "R" is responsible for the first wrong color jersey that shows outside of the offensive tackle in the direction you fake the run. If there isn't anyone to block, "R" will check down over the T.E. area.

"H-BACK" MAN BLOCKING - #3 - If run from bang movement attack outside leg of #3. If run from unit use HIGH PRESSURE CONTROL. If boot action is called away from you run pattern called.

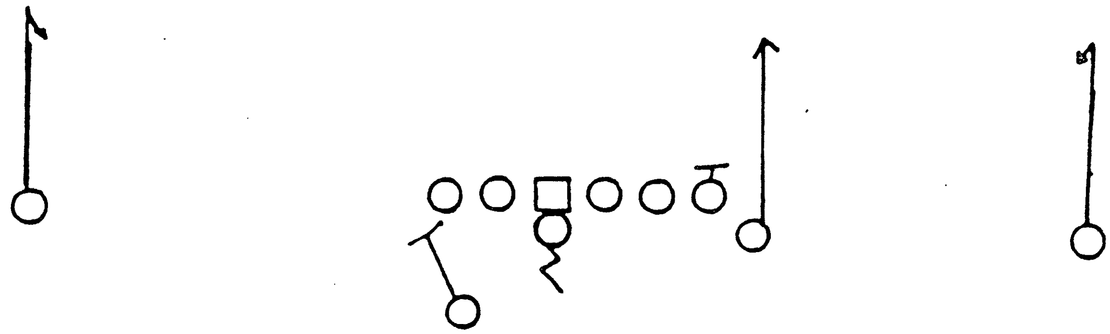
REGULAR PASSES

Firm 191
Firm 212 "H" Flat
Firm 212 "R" Flat
Firm 222 Flat
585 Over
989 Over
787 Wide
864 Wide
495 Lucky/Ricky

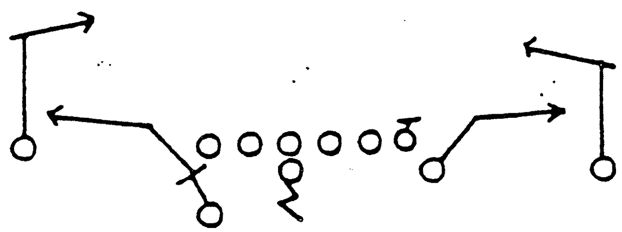
TABLE OF CONTENTS

(BOOTLEG PASSING)

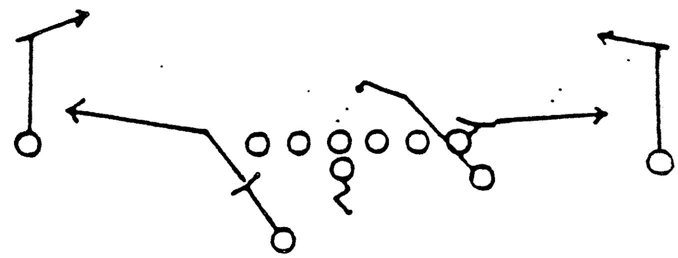
"OH" FIRM 191

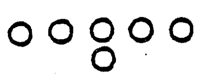


"OH" FIRM 212 "R" FLAT



"OH" FIRM 222 FLAT







KEY COACHING POINTS

FIRM 212 (191)

QB - Strongside read. Stay strong unless S/S is wide in box area; or by game plan; MOF open work verticle. stretch inside/out , or best release.

S.B. - 1 Route (2nd digit) or 9 on 191

W.B. - Aggressive, 1st linebacker inside not counting Mike - check down ,unless tagged

"X" - 2 Route, fade vs. Roll or (1) on 191

"Y" - #3 - Run tag

"Z" - 2 Route, fade vs. Roll or (1) on 191

PROTECTION

Firm OH's

FORMATIONS

Trips
Split
Near

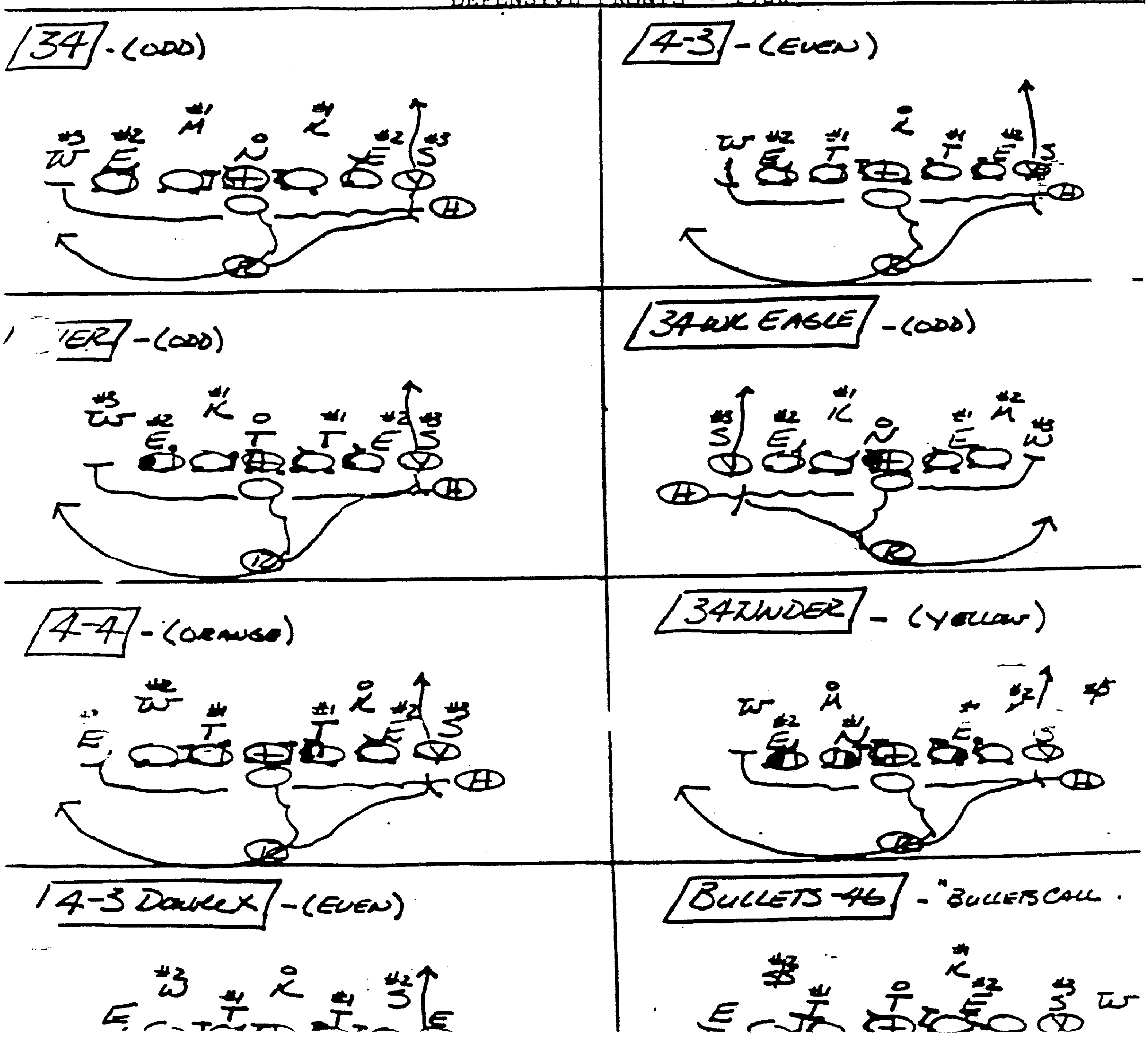
PASSING GAME

PROTECTION:

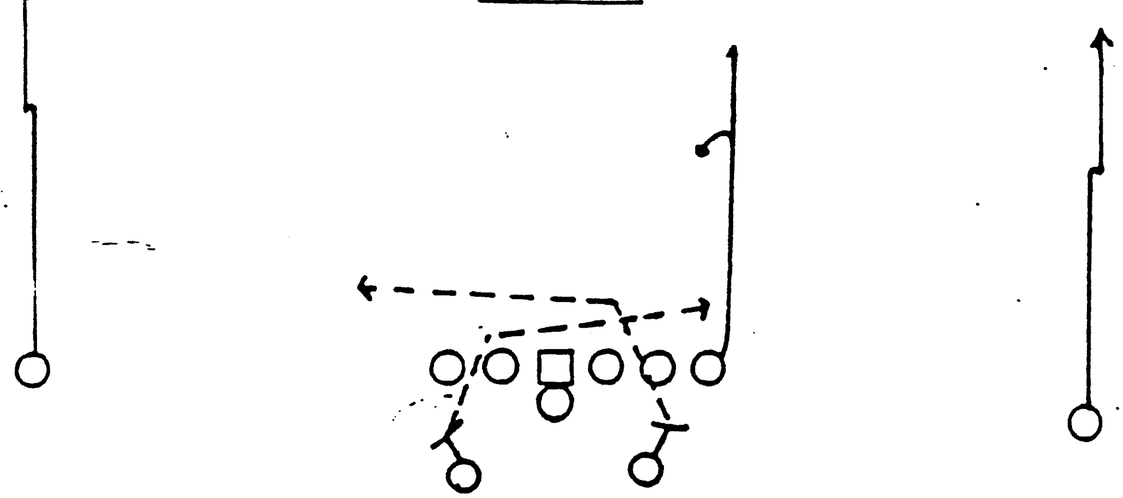
BOOTLEG PROTECTION

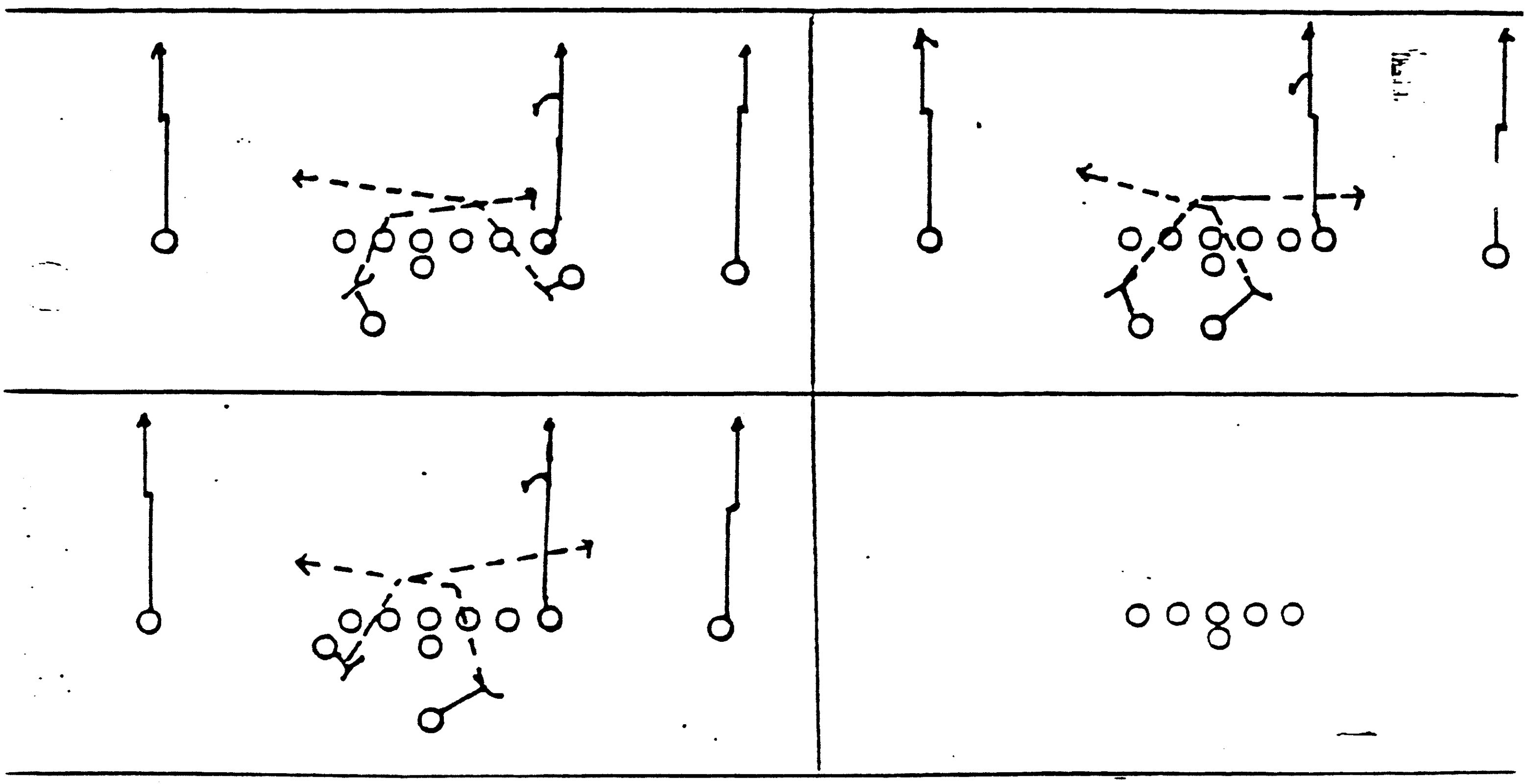
When Quarterback gi es the term "BOOTLEG" he s al the offensive line to block MAN-ON-MAN protectic gg y - giving us a SOLID FRONT! Our "R-BACK" will fake 60-70 Outside away from the CALL and block the man aligned on the tight end (#3). Our "H-BACK" will use bang movement and block the end man on the LOS towards the CALL SIDE!

DEFENSIVE FRONTS - 1986



989 OVER





KEY COACHING POINTS

QB = Strongside read, MOF open read deep to short inside/out, MOF closed read deep/ short outside in; backside by game plan (match up).

S.B.= 1st linebacker inside out not counting Mike, swing if not tagged.

W.B.= 1st linebacker inside out not counting Mike, swing if not tagged.

"X" = 1st Digit (9) adjust Vs. W/S Blitz

"Y" = 2nd Digit (8)

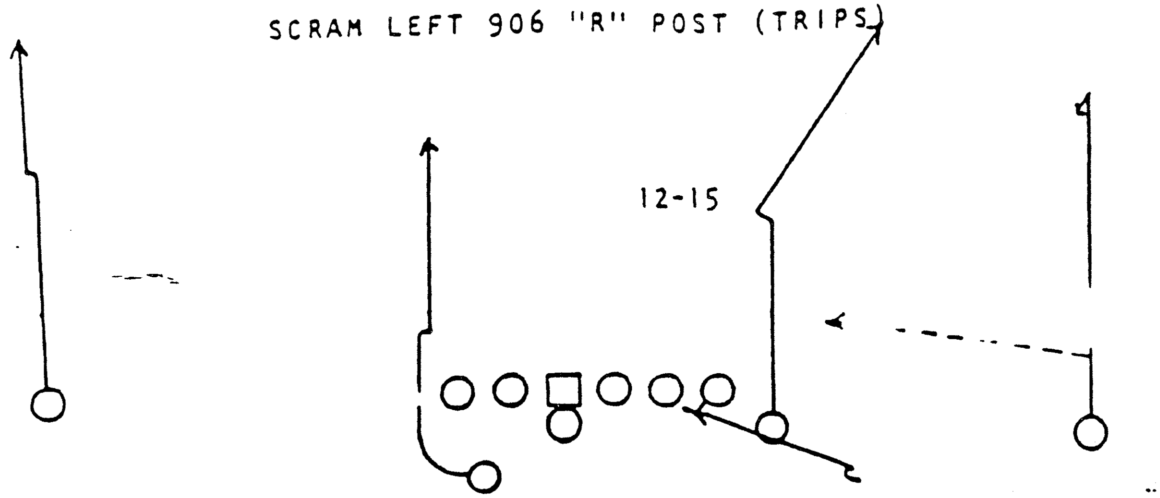
PROTECTION

Regular

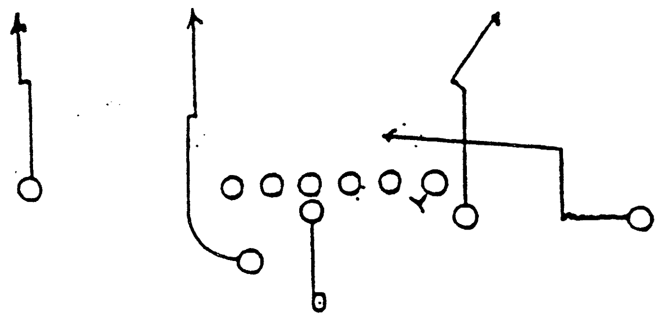
FORMATIONS

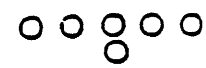
Split
Far
Spread
Trips

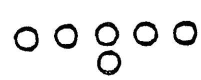
SCRAM LEFT 906 "R" POST (TRIPS)



TRIPS ZIP









KEY [illegible]TS

QB -Coverage read, MOF open work weakside inside/out. MOF closed work strongside outside/in throw off underneath coverage (except) vs. spec coverage can work strongside. Check W/S Blitz W/X.

W.B.(R) -Route called (post)

S.B.(H) -Route called (7), (alert for Swoop) deep angle on 7.

"Y" -Check #3, then Sally/Rose

"X" -Route called (9), W/S blitz adjustment

"Z" -If "Zip" automatic runaway

"Z" -6 Route, vs. Press or Roll, runaway 2

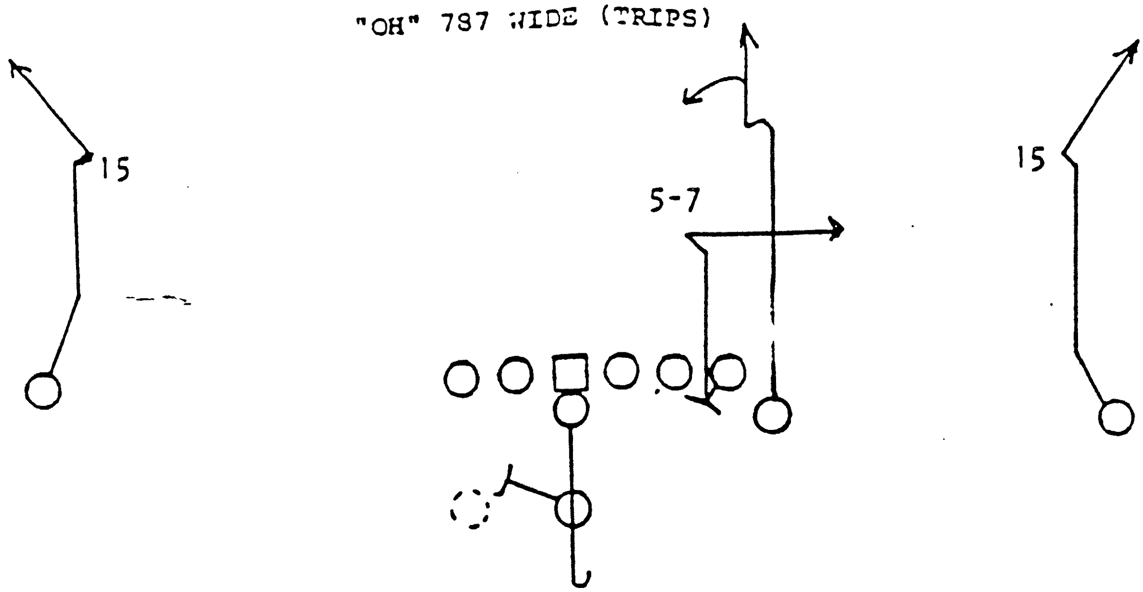
PROTECTION

Scram

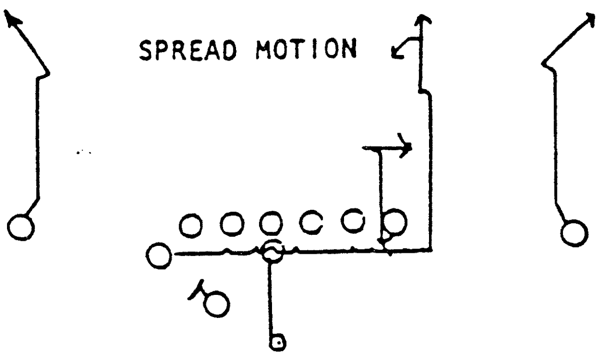
FORMATIONS

Trips
Trips Fake Whiz
Spread Motion
Trips Zoom
Trips Fake Zoom
Trips Fly
Trips Zip

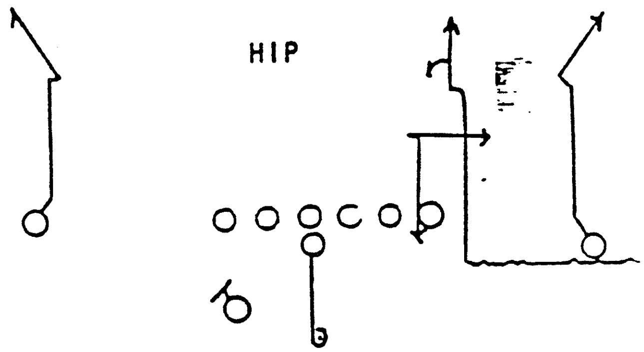
"OH" 787 WIDE (TRIPS)



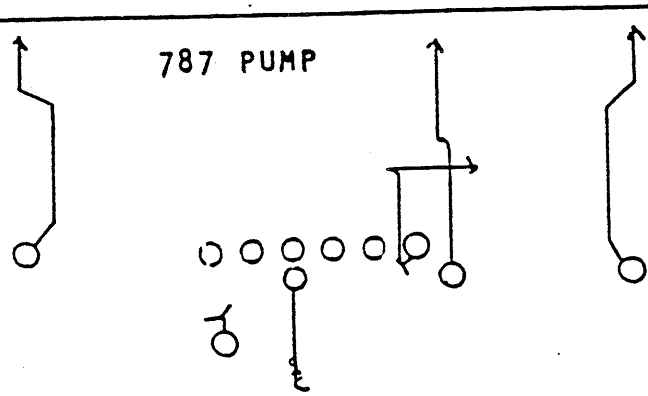
SPREAD MOTION



HIP



787 PUMP





KEY COACHING POINTS

QB = Strongside read, MOF open read deep to short inside/out; MOF closed read deep to short outside/in. Responsible with X for W/S.

PROTECTION

"OH's"

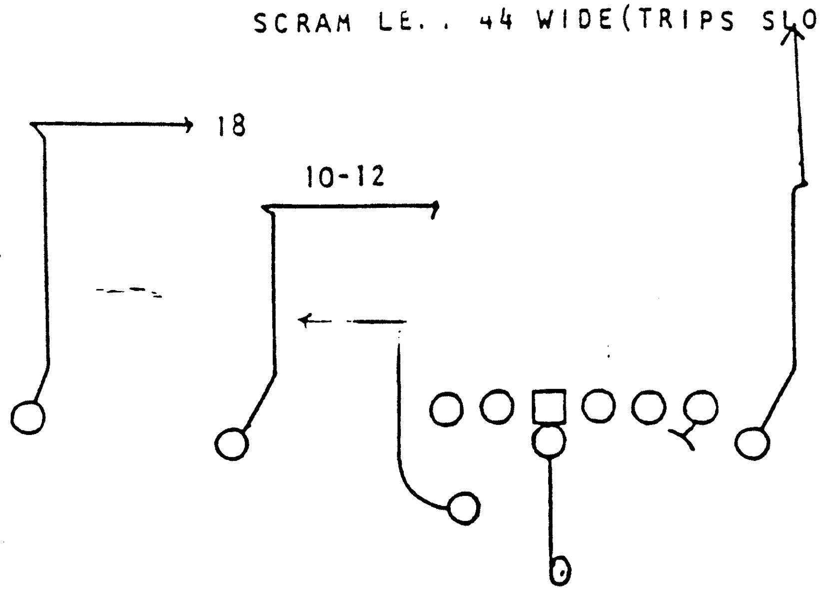
FORMATIONS

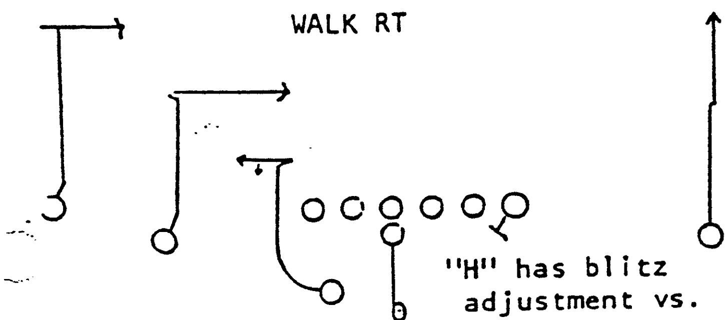
Same as 989

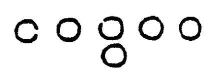
B.(R)=1st LB'er inside out, not counting Mike.Max. Prot., . Call

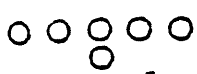
.(Y)=Check #3 run wide, block S/S Blitz

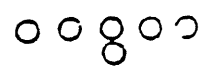
H =Read middle, vs. man w/middle closed run like 4 route











KEY COACHING POINTS

<u>QB Read</u> (7 steps)
Strongside read, work outside/in regardless of MOF; work X, R stretch and throw off underneath coverage. Responsible with Z for W/S; R vs. 4 weak.

W.B.(R) - Route called (wide)

S.B.(H) - 9 Route, possible Swoop, vs. S/S Blitz block S/S

"Y" - Scram protection #3

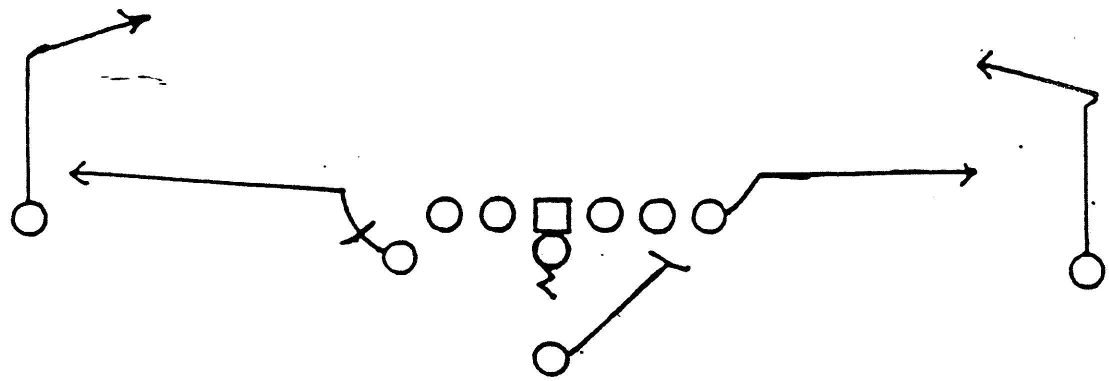
PROTECTION

Scram

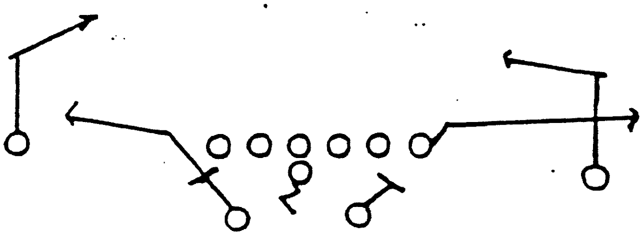
FORMATIONS

Trips Slot
Trips Slot Fake Wh
Trips Slot Zip
Spread Slot Jet
(Walk)
(Spread SLot Long

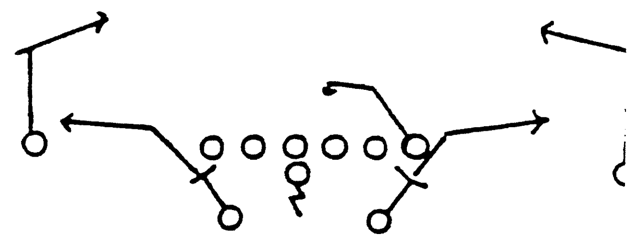
(FIRM) 212 "H" FLAT

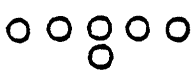


(FIRM) 212 "R" FLAT



(FIRM) 222 FLAT







KEY COACHING POINTS

QB -	Coverage read, MOF closed throw away from rotation or by game plan; MOF open can work either side; or by game plan.
S.B. -	1st linebacker inside out not counting Mike, run tag.
W.B. -	1st linebacker inside out not counting Mike, run tag.
"X" -	2 Route, fade vs. Roll
"Y" -	1 Route
"Z" -	2 Route, fade vs. Roll

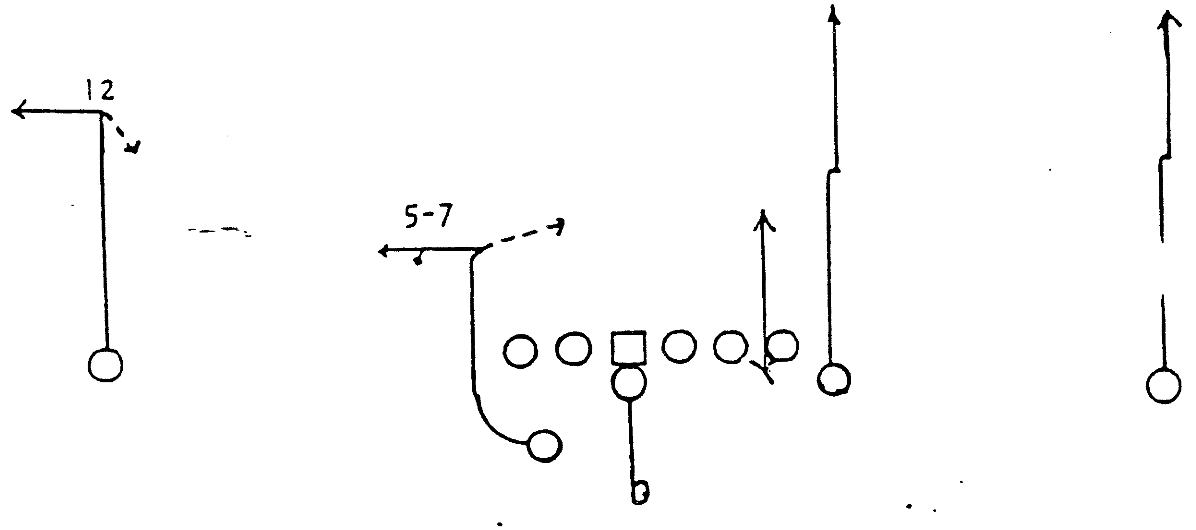
PROTECTION

Firm Regular

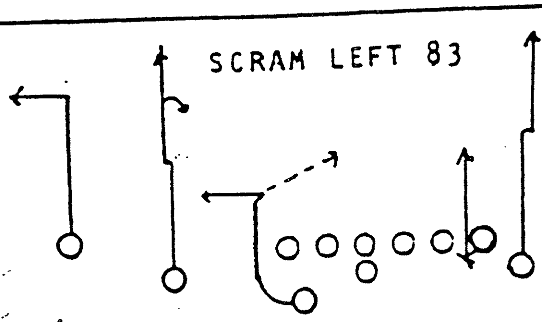
FORMATIONS

Split
Far
Near
Spread

SCRAM LEFT 3 (TRIPS)

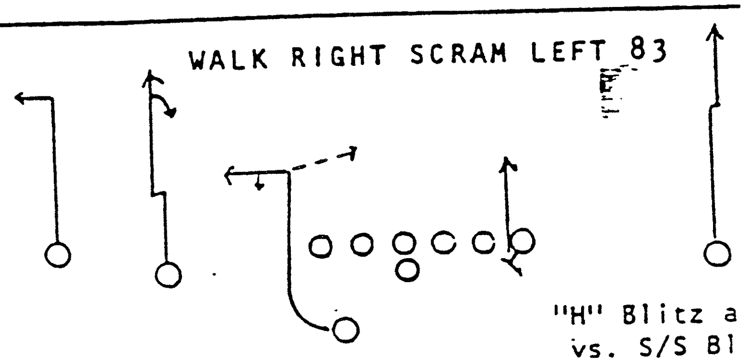


SCRAM LEFT 83



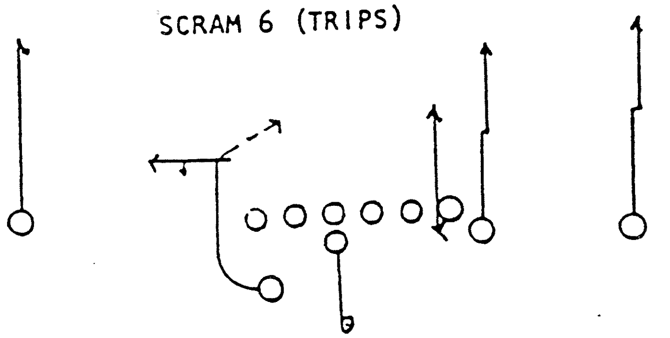
Z - Release outside

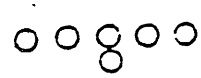
WALK RIGHT SCRAM LEFT 83



"H" Blitz a
vs. S/S Bl

SCRAM 6 (TRIPS)





KEY COACHING POINTS

QB - Weakside read, throw option route unless coverage takes it away; zone read underneath coverage; man read single coverage. Responsible with X for W/S, R vs. 4 weak.

W.B.(R) - Two way break, wide or cross adjust vs. 2 weak.

S.B.(H) - Run route called (9) alert for Swoop call.

"Y" - Check #3 release downfield.

"X" - Route called (fade vs. press) (3)

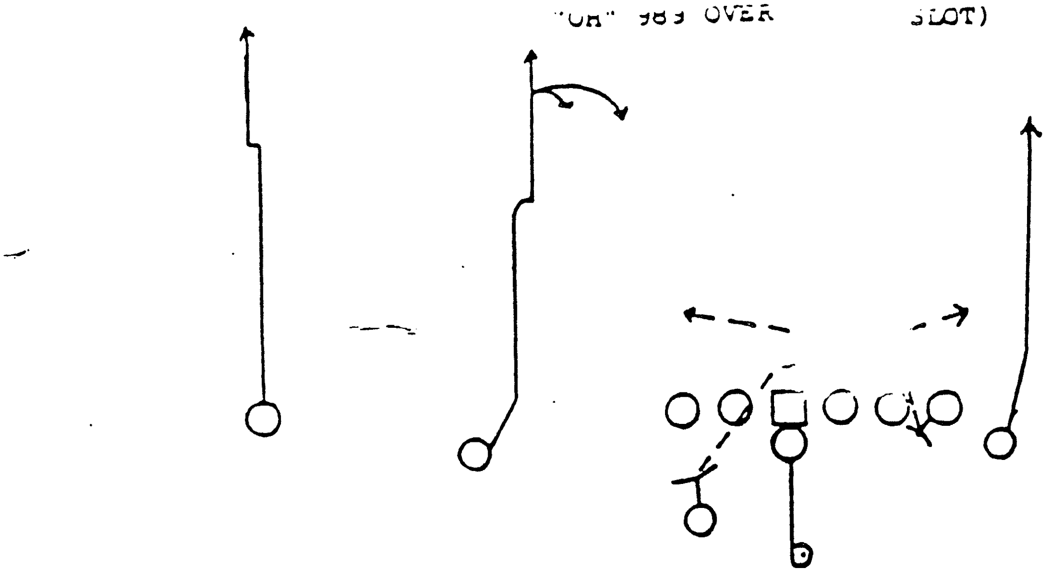
"Z" - Route called (9)

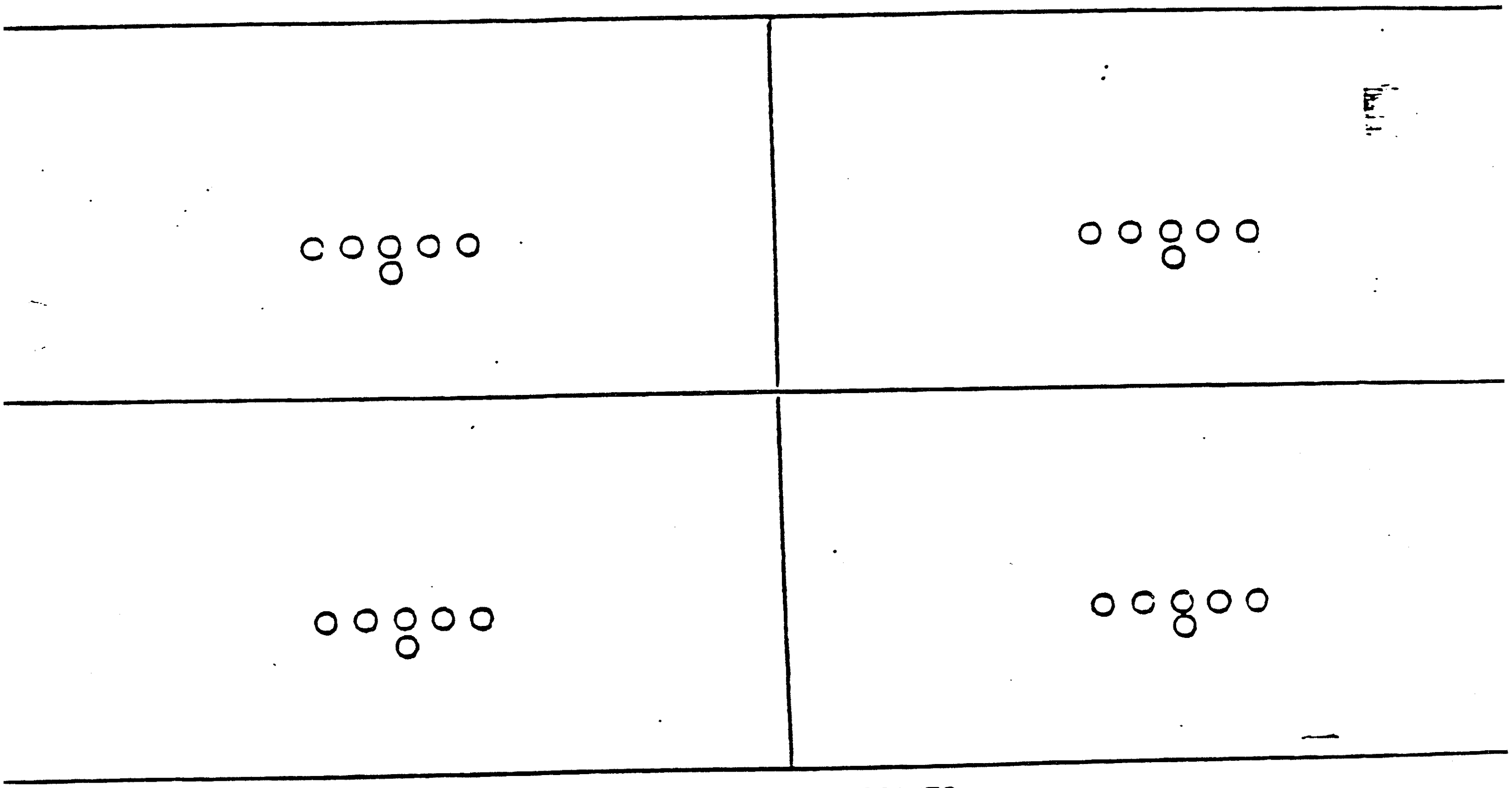
PROTECTION

Scram

FORMATIONS

Trips
Trips Fake Whiz
Spread Motion
Trips Zoom
Trips Fake Zoom
Trips Fly
Trips Slot
Trips Slot Jet





KEY COACHING POINTS

QB= Strongside read, MOF open read deep to short inside/out; MOF closed read deep/ short outside/in; responsible with Z for W/S.

.B. (R)= 1st Lb'er inside out, not counting Mike, run sneak; alert for Rip/Liz call

(Y)= Ck #3, over
H = Route called (9)
X = Route called (9)
Z = Route called (8), vs. man with middle closed

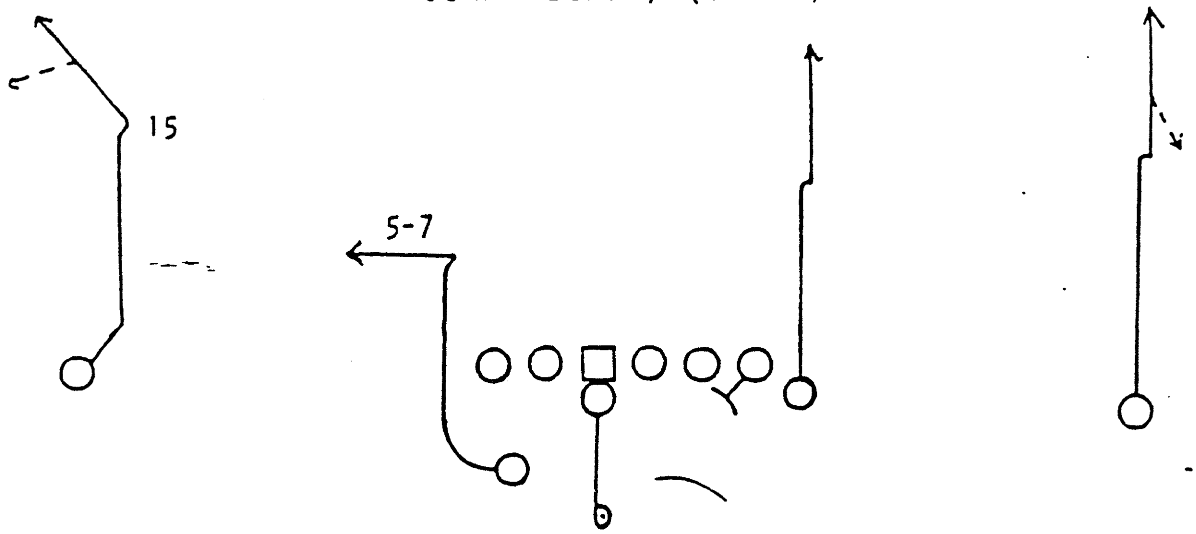
PROTECTION

"OH's"

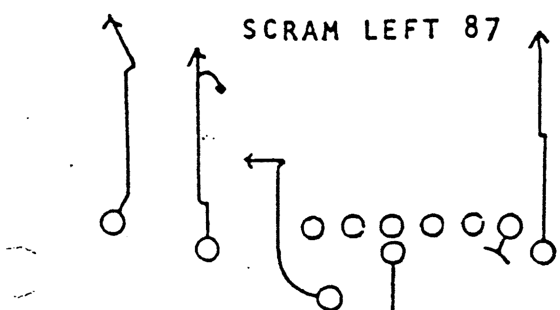
FORMATIONS

Trips Slot
Trips Slot Zip
Trips Slot Fake Whiz
Trips Slot Zoom
Spread Slot Jet

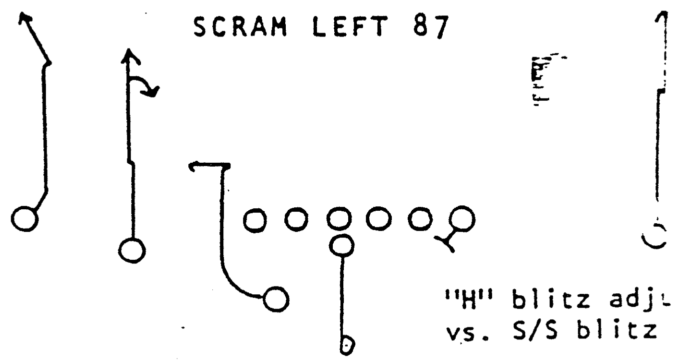
SCRAM LEFT 7 (TRIPS)



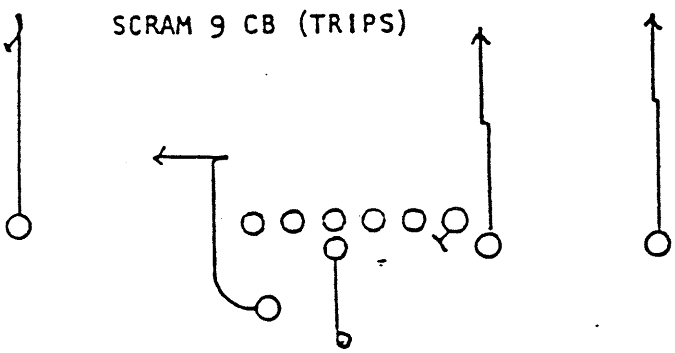
SCRAM LEFT 87

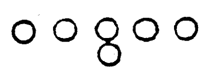


SCRAM LEFT 87



SCRAM 9 CB (TRIPS)





KEY COACHING POINTS

QB - Weakside read; work outside/in regardless of MOF and throw off underneath coverage; man coverage throw to single coverage. Responsible with X for W/S; R vs. 4 Weak.

W.B.(R)- 5-7 yards wide (adjust vs. 2 LB'ers weak)

S.B.(H)- Route called 9, possible Swoop

"Y"- #3, possible Swoop, possible Hammer

"X"- Route called (7), W/S blitz adjustment

"Z"- 9 Route (possible 5 route)

NOTE: From Duce, Duce Fly and Spread Long Motion ... outside "Y" has S/S Blitz.

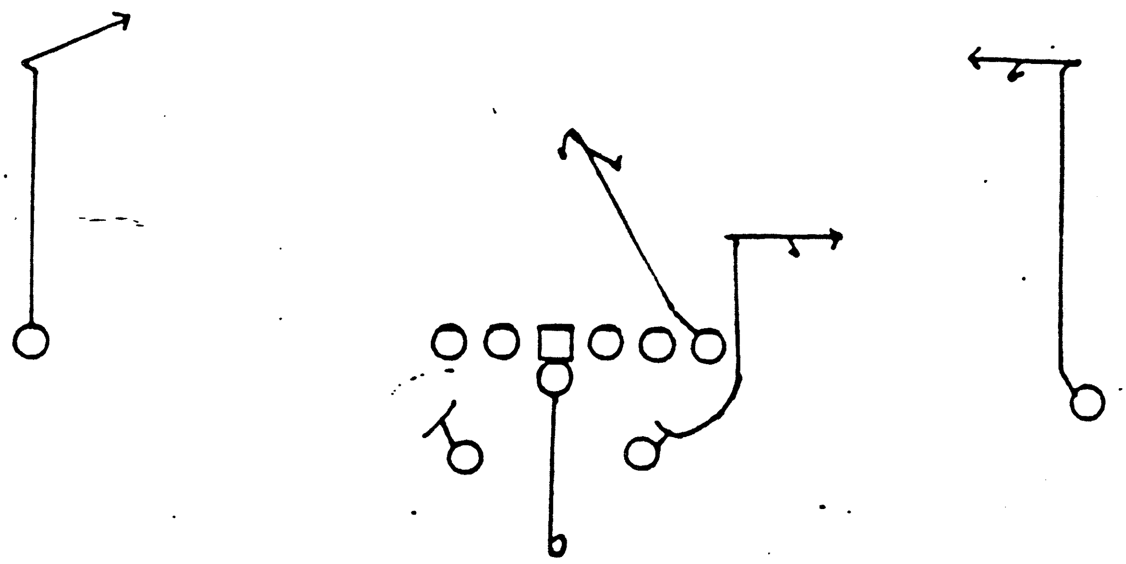
PROTECTION

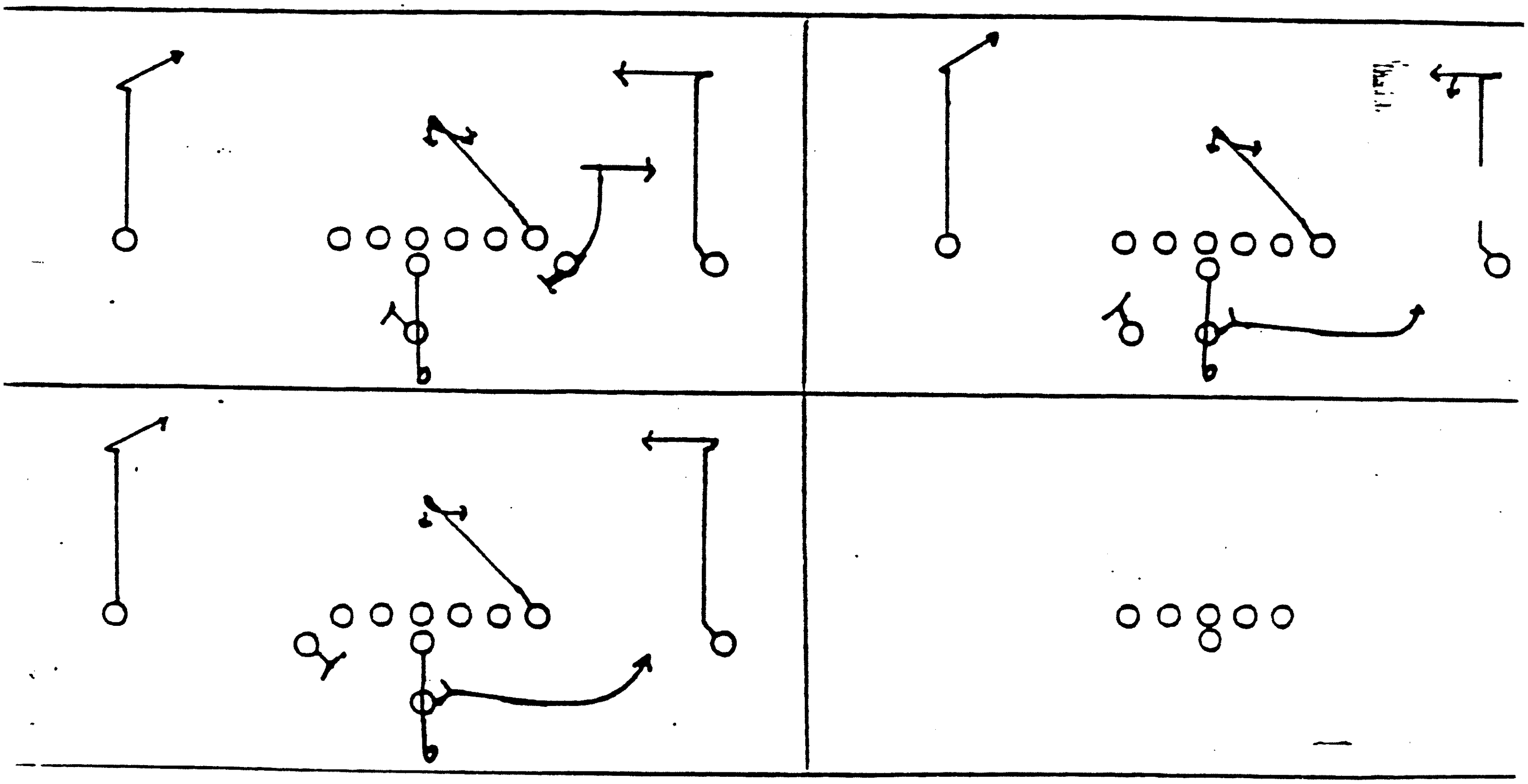
Scram

FORMATIONS

Same as Scram 3

864 WIDE





KEY COACHING POINTS

QB = Read Strongside; deep/short throw off underneath coverage, backside only by game plan or W/S blitz.
S.B.= 1st linebacker inside out not counting Mike, swing if not tagged.
W.B.= 1st linebacker inside out not counting Mike, swing if not tagged.
"X" = First Digit 8, Flat Vs. Press. Vs. W/S Blitz adjust.
"Y" = Second Digit 6

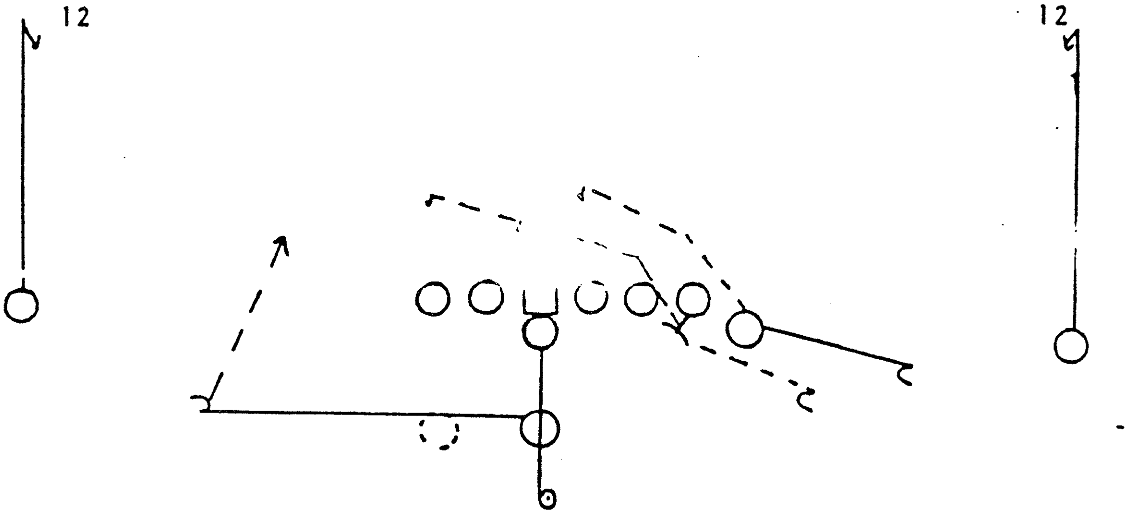
PROTECTION

Regular

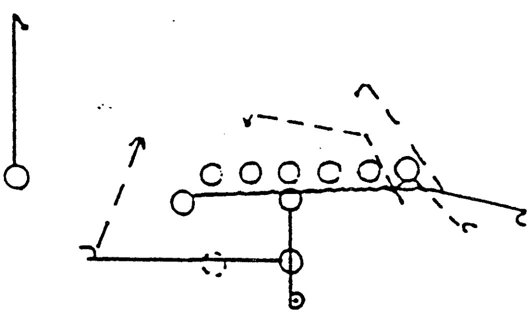
FORMATIONS

Split
Far
Spread
Trips

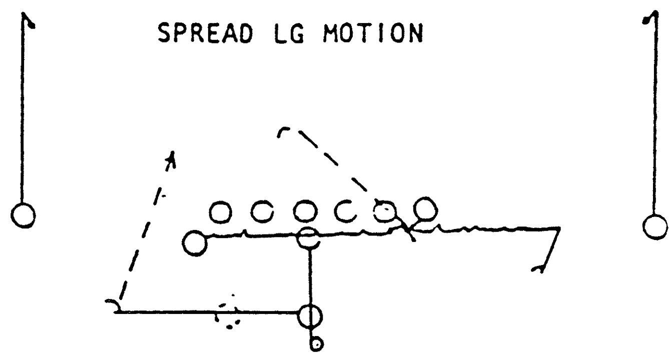
(TRIPS) SCRAM LEFT 606 SALLY



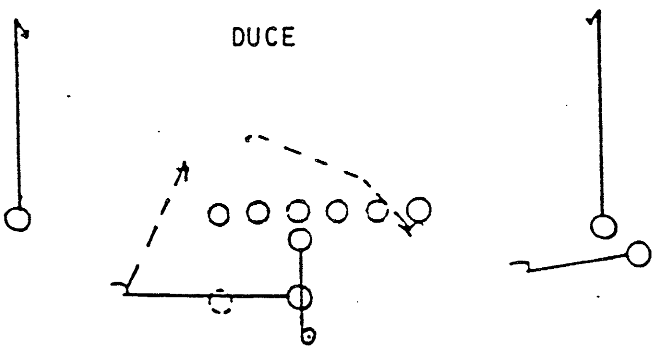
SPREAD MOTION



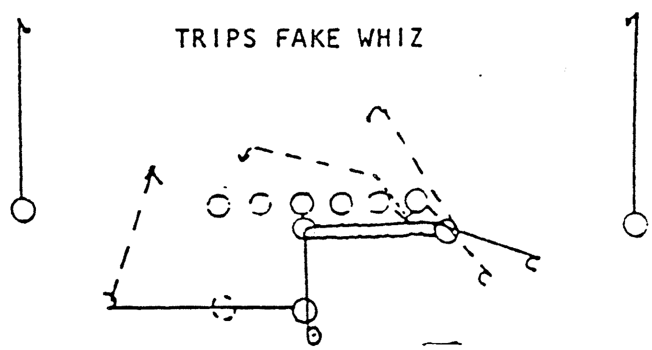
SPREAD LG MOTION



DUCE



TRIPS FAKE WHIZ



KEY COACHING POINTS

Drop 5 Steps

1. QB - Weakside read, MOF closed work outside/in throw off underneath coverage; MOF open work inside/ out throw off underneath coverage. Responsible with X for W/S.
2. Y&S.B.(H) - Check Sam-free man runs adjusted 2,other S/R-check possible Swoop before release to pattern,H has S/S Blitz.
3. X & Z (6 route)
   a. Split outside normal
   b. Fades vs. press or roll
4. W.B.(R) - Go to point 5 yards deep on numbers, swoop vs man. "R" is hot vs. 2 blitzers

SECTION

Scram

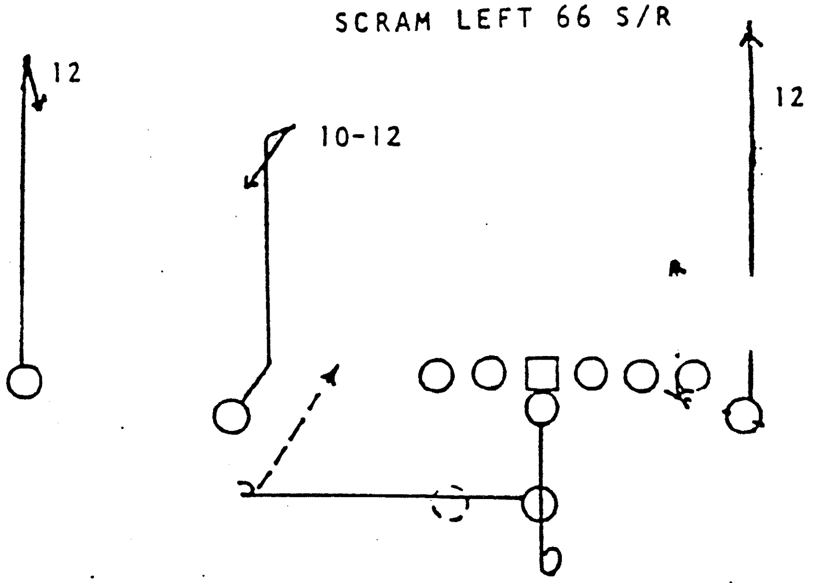
FORMATIONS

Trips (Fly)
Spread Motion
Spread Long Motion vs. Blitz
Duce (Fly)
Trips Fake Whiz
Trips Zoom
Hip
Spear

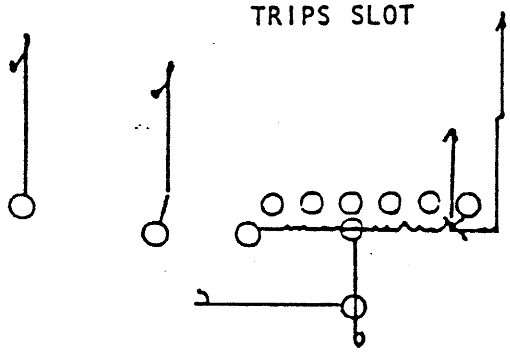
TABLE OF CONTENTS

(OPTION - SINGLE DIGIT PASSING)

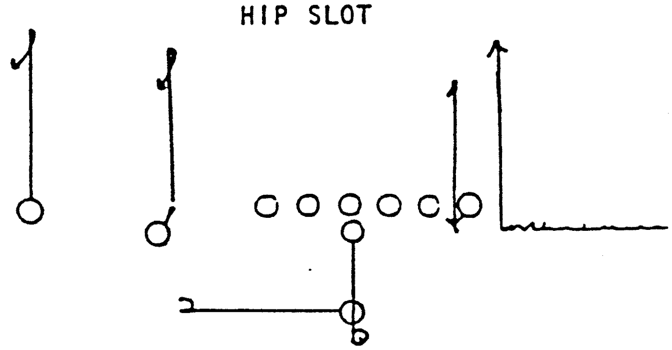
SCRAM LEFT 66 S/R

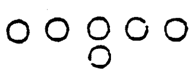


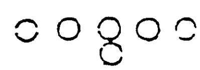
TRIPS SLOT



HIP SLOT







KEY COACHING POINTS

QB Reads (5 steps)

Strongside read, MOF open work inside/out; MOF closed work outside/in and throw off underneath coverage. Responsible with Z for W/S. R vs. 4 weak.

W.B.(R) - Sally/Rose, runaway vs. Man
S.B.(H) - Check Swoop, 9 route, fade vs. roll
"Y" - Scram Protection #3, run 9 route
"X" - 6 Route, fade vs. press
"Z" - Inside 6 Route

NOTE: Scram from Walk "H" must adjust if S/S Blitzes.

PROTECTION

Scram

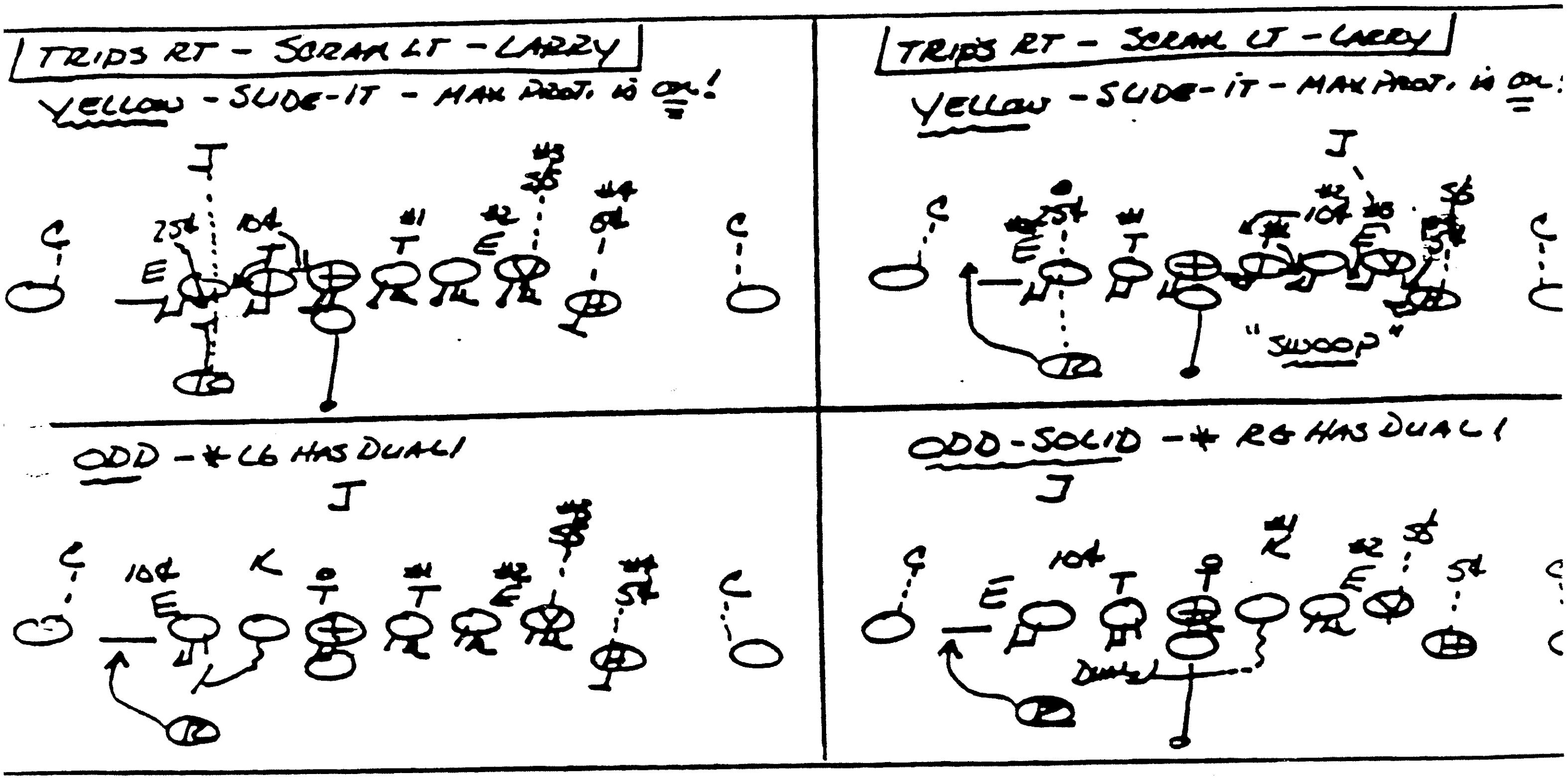
FORMATIONS

Trips Slot
Spread Slot
Trips Slot Fake
Trips Slot Zip
Hip Slot

TABLE OF CONTENTS

(OPTION - TRIPLE DIGIT PASSING)

e) ROBERT or LARRY - If the term ROBERT or LARRY is called in the huddle -- the Quarterback is alerting the team to max-out protection. If the term LARRY has been called in the huddle (we are expecting a 4 WEAK BLITZ) and the ce--er makes a YELLOW CALL (make the call L [illegible] covered and one (1) or more blitzers a[illegible] [illegible]ed [illegible] protection call side) — he is confirming that MAX PROTECTION is ON! If the center makes any other call (Odd; Even; Odd-Solid; Load-It) -- follow the b[illegible]se rules of SCRAM PROTECTION and the center's call. If the term "ROBERT" has been called in the huddle and the center makes an ORANGE CALL he is confirming that MAX PROTECTION is ON!



PASSING GAME

PROTECTION:

OPTION PROTECTION (Triple Digit)

RULES - TECHNIQUES - COACHING POINTS

NOTE: It is impor ant hat our OFFSIDE TACKLE listen for the Triple Digit Call as it affects your rule. Example: OPTION LEFT - 976 H POST.

C - ONSIDE GAP - ONSIDE LINEBACKER - SLIDE TOWARDS THE CALL SIDE! (DROPBACK TECHNIQUE - SLIDE BLOCKING SCHEME). Same as Single Digit Protection.

CALLS TO BE ALERT FOR:

a) FAN CALL - Block the defender aligned on you (Nose/Tackle) - Read his alignment - set accordingly and block him all the way.

ON G - FIRST MAN ON LOS - FAN - (DROPBACK TECHNIQUE - SLIDE BLOCKING SCHEME) Same as Single Digit Protection.

ON T - SECOND MAN ON LOS - FAN - (DROPBACK TECHNIQUE - SLIDE BLOCKING SCHEME) Same as Single Digit Protection.

OFF G - MAN BLOCKING - #1 - If #1 is a linebacker - slide aggressively towards the NOSE/TACKLE (PUNCH HIS SOCKS OFF). Same as Single Digit Protection.

CALLS TO BE ALERT FOR:

a) SLIDE IT CALL - Same as on Single Digit Protection.

b) FAN CALL - FIRST MAN ON LOS - Set accordingly and block the defender aligned on your tackle - DROPBACK TECHNIQUE.

OFF T - MAN BLOCKING - #2 - If #2 is a linebacker - set accordingly and block the defensive end (DROPBACK PROTECTION TECHNIQUE) Always set slightly towards the protection call side when covered by a down lineman - you have no help from your guard.

CALLS TO BE ALERT FOR:

a) FAN CALL - Your Call (K.C. LOOK OR 5 DOWN LINEMEN) - covered by a down lineman and the defensive end is aligned outside in a wide-rush position. Set to block the wide-rush end.

b) SLIDE IT CALL - Your call - If the defensive end aligns over the guard - make a SLIDE-IT CALL to the guard and block aggressively on the defensive end aligned on the guard. Step with your near foot towards the hip of the defensive end - if the hip goes away, throttle down and get under control. Look for a blitz or twist coming from the CALL SIDE.

SCRAMS

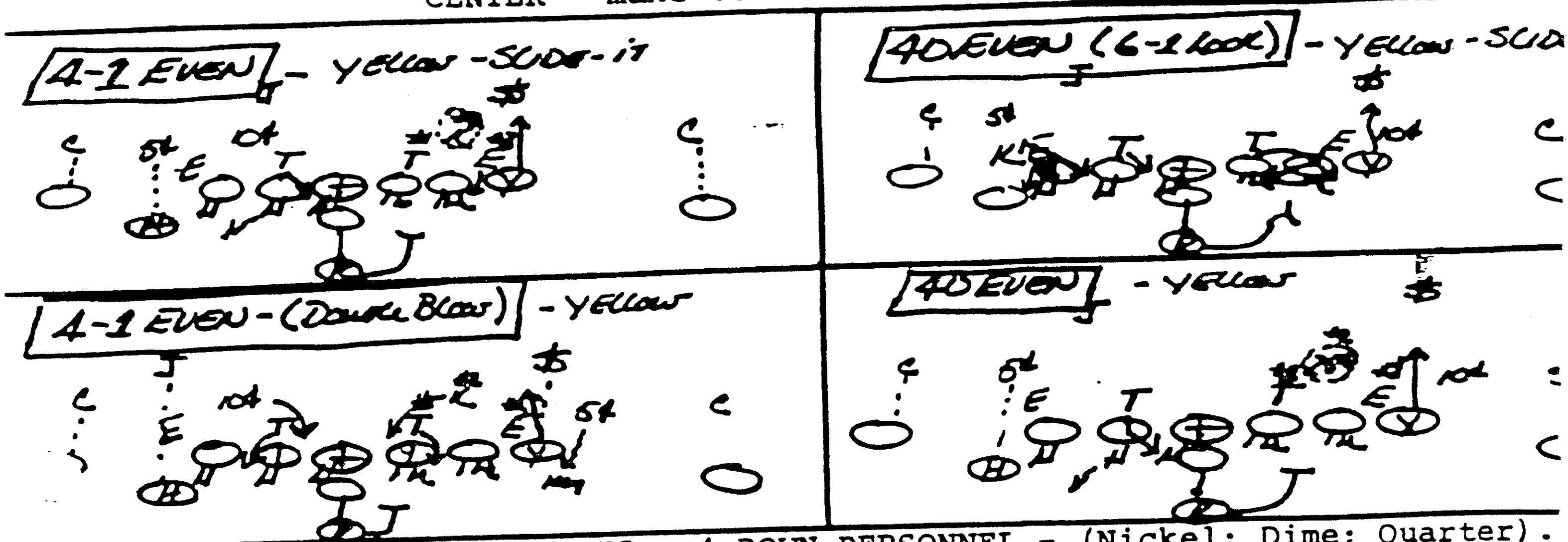
606 S/R, 806 S/R
66 S/R, 866 S/R
3
7
9 CB
906 "R" Post
44 Wide

SPECIAL SITUATIONS - 3RD AND MEDIUM TO LONG

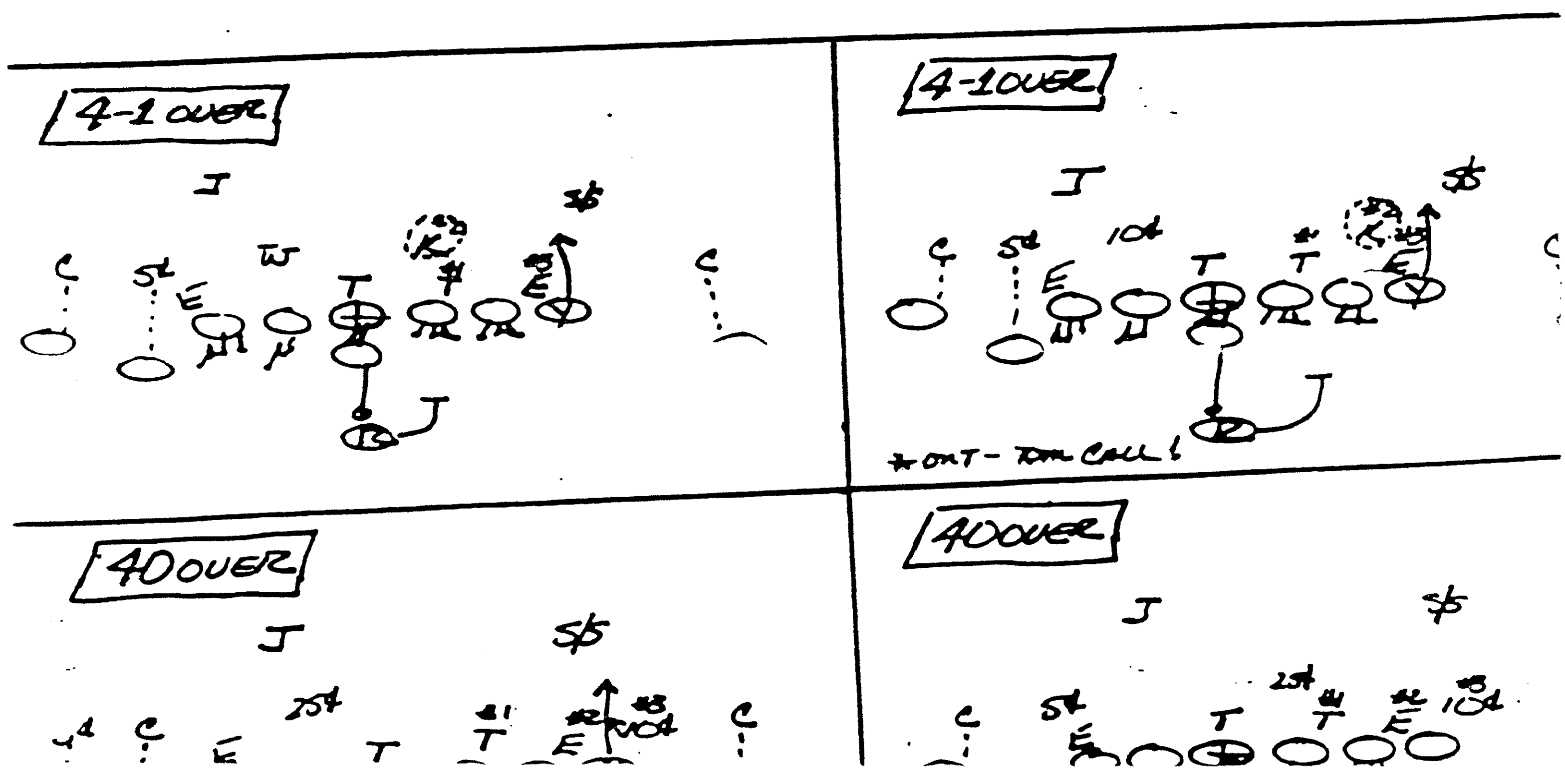
(OPTION - TRIPLE DIGIT PASSING VS NICKEL; DIME; QUARTER LOOKS)

In a def[illegible] passing situation (2nd and long or 3rd and medium or [illegible]ng [illegible]ter will alert the off[illegible]sive [illegible] main in a PRE-SET pos[illegible]n with a RACE HORSE CALL. Wh[illegible] have NICKEL; DIME; or QUARTER personnel in the game will not affect how we make our calls!

a) EVEN LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter). CENTER - make color call to the PROTECTION CALL SIDE!



b) OVER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter). CENTER - be alert to handle a T-T TWIST with offside guard!

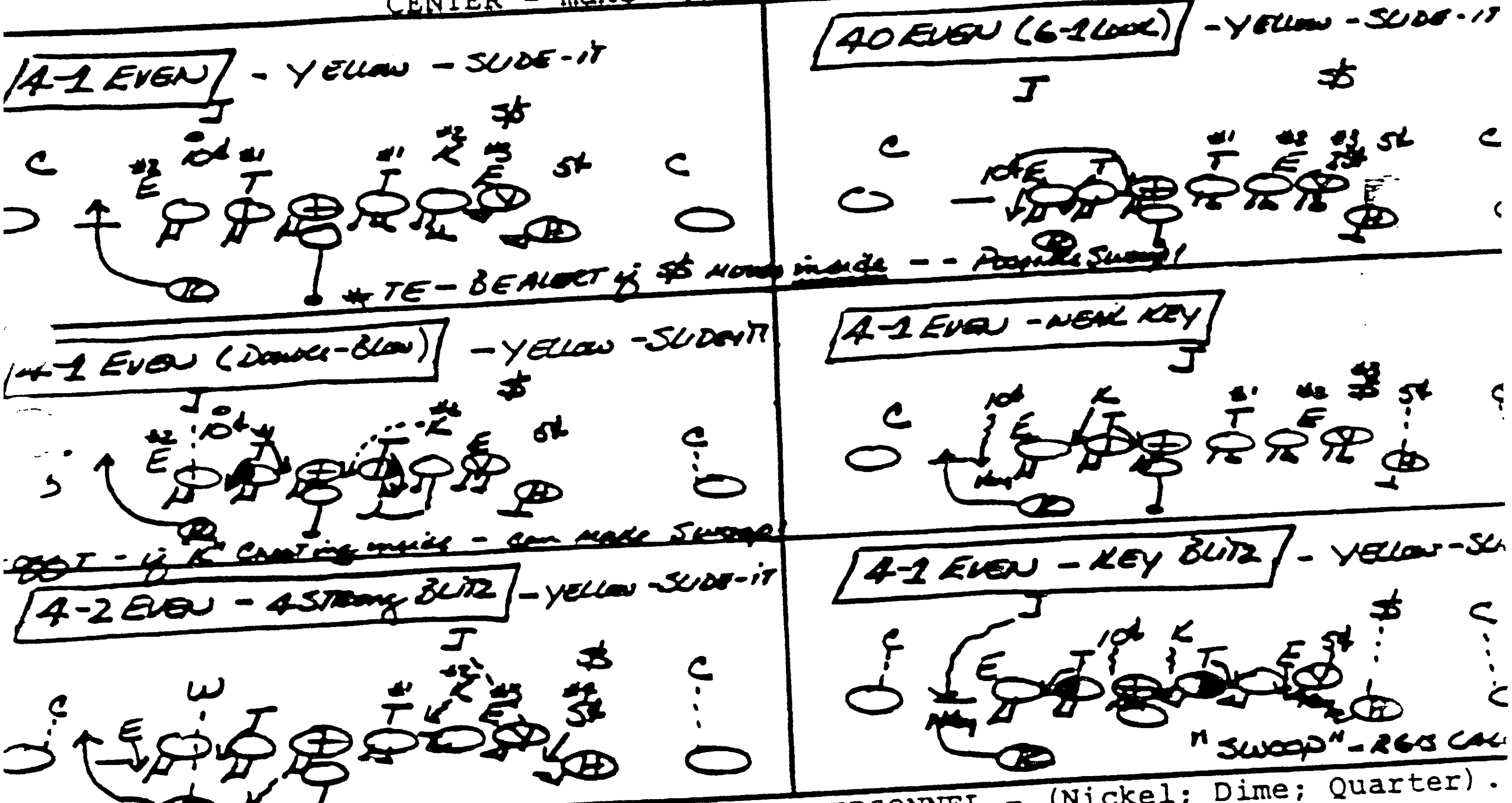


SPECIAL SITUATIONS - 3RD AND MEDIUM TO LONG

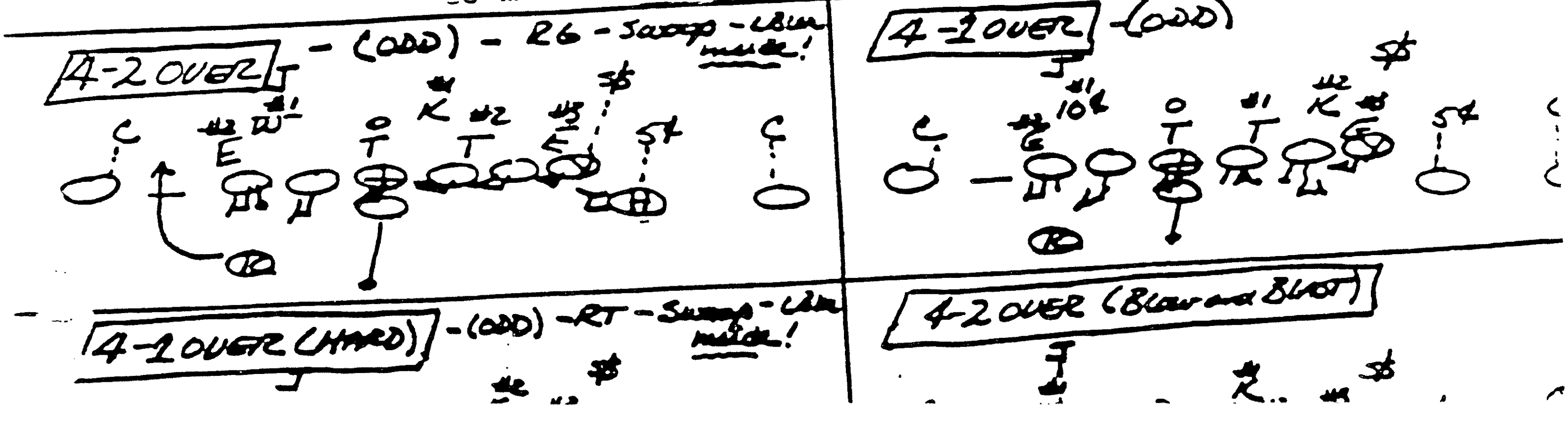
(SCRAM PROTECTION VS NICKEL; DIME; QUARTER LOOKS)

If it is a definite passing situation- 2nd and long; 3rd and medium (3 to 6 yards); or 3rd and long (+6 or more), our center will alert the offensive line to remain in a PRE-SET position with a RACEHORSE CALL. Whether they have NICKEL (2 linebackers in game); DIME (1 linebacker in game) or QUARTER (no linebackers in game) personnel in the game will not affect how we make our calls!

a) EVEN LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter).
CENTER - make color call to the PROTECTION CALL SIDE!



b) OVER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter).
CENTER - make an ODD CALL - onside guard has the DUAL READ. OFFSIDE GUARD; TACKLE; TIGHT END - be prepared to make a SWOOP CALL!



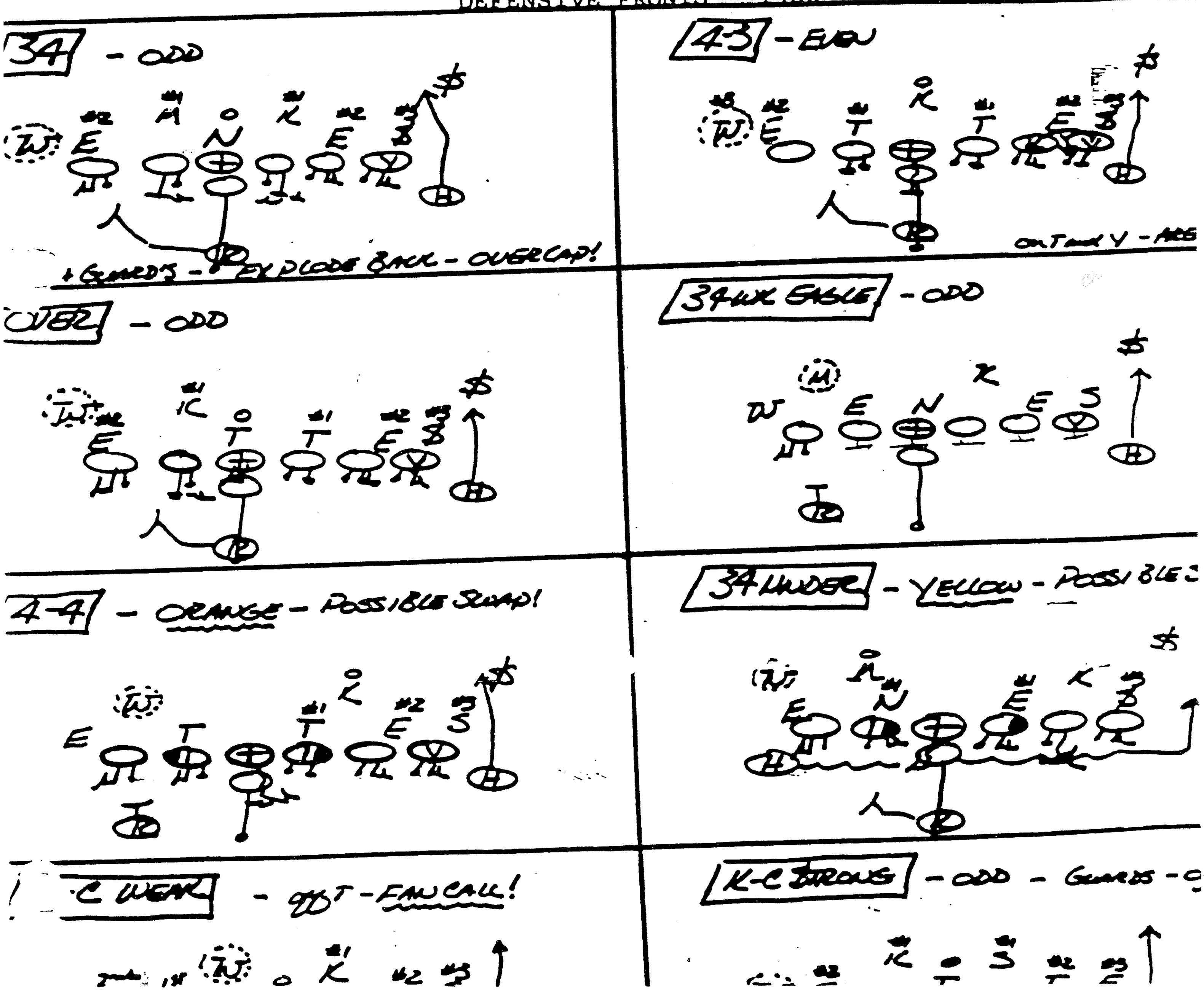
PASSING GAME

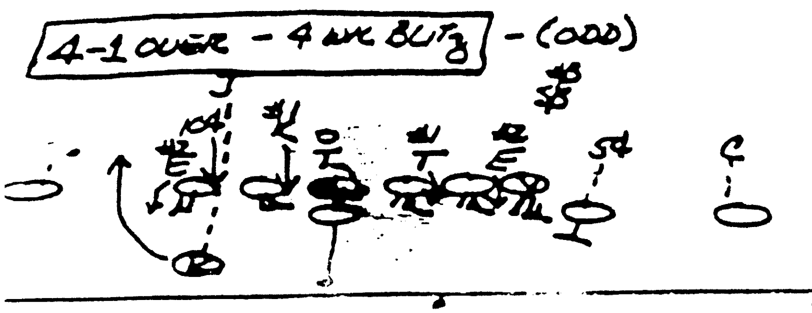
PROTECTION:

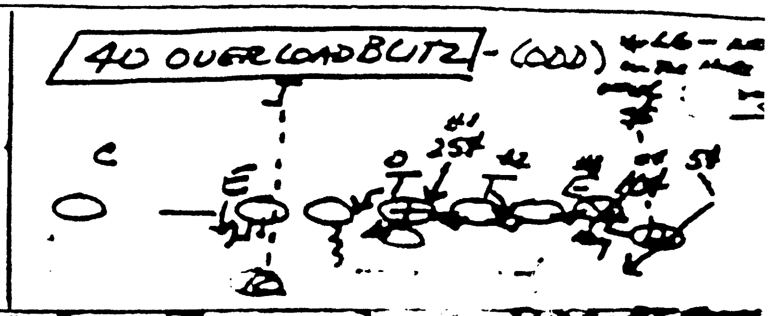
"OH'S"PROTECTION

This is a DROP BACK STYLE of pass protection where our offensive line will use MAN BLOCKING PRINCIPLES giving us a SOLID FRONT. Our TIGHT END will be given a blocking responsibility and our "R" BACK will have 1st linebacker or blitzer inside-out -- outside the center box! OH'S PROTECTION will always be run from some form of TRIPS and the Quarterback will use a 7 step drop and set behind the center-box.

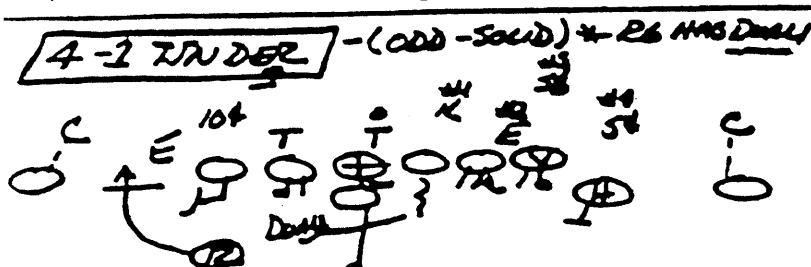
DEFENSIVE FRONTS - 1986

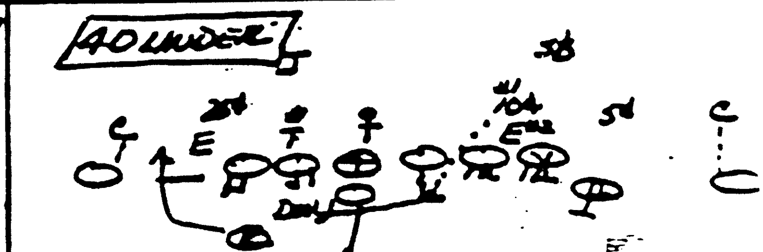


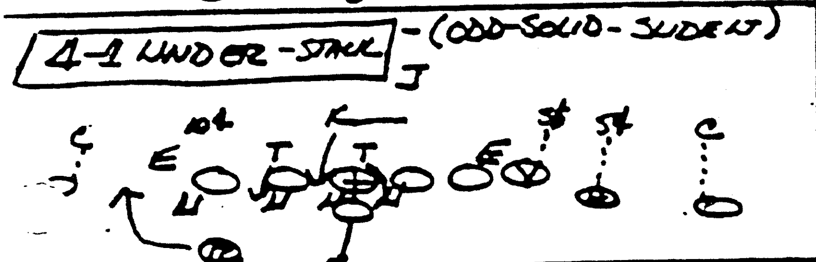


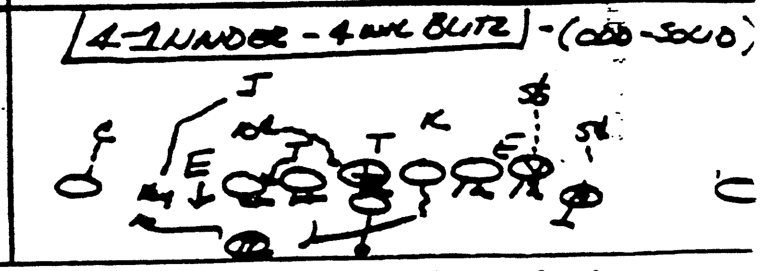


c) UNDER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter). CENTER - make ODD SOLID CALL - with a SLIDE RT or SLIDE L CALL - if 2 blitzers showing weak or towards PROTECTION CALL SIDE!

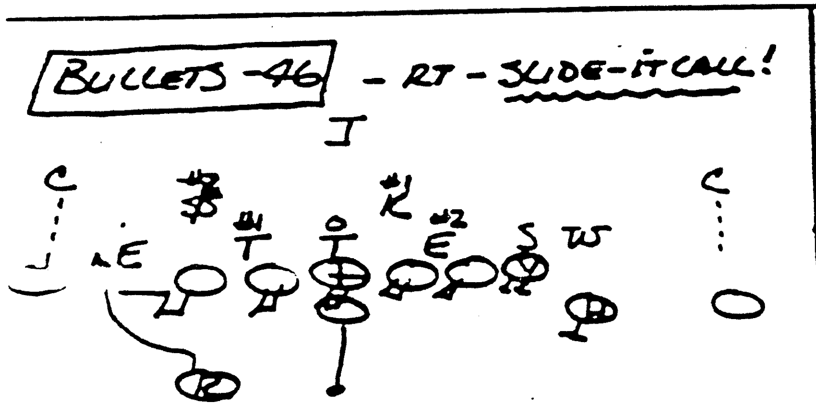


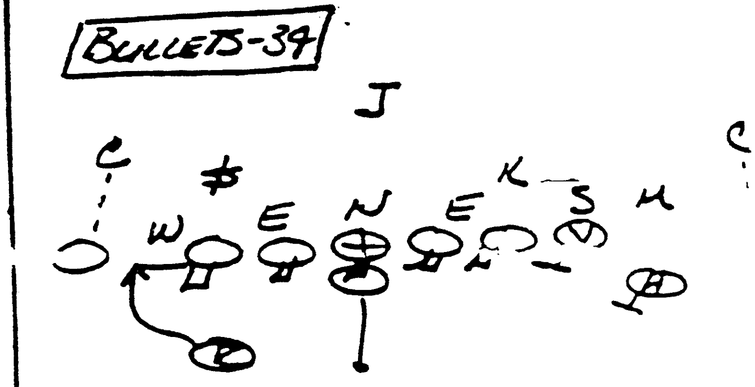


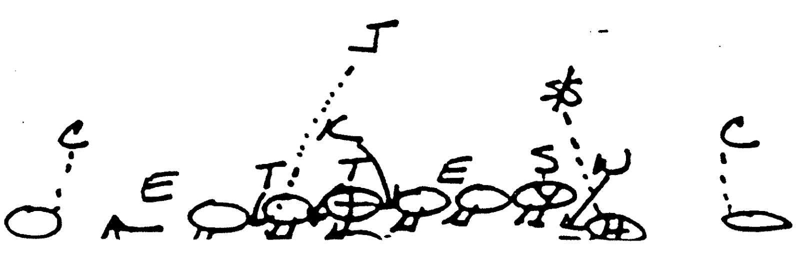




d) BASTARD LOOKS - 3 or 4 DOWN PERSONNEL - These looks require special blocking and the CENTER will alert the team by making a BULLETS CALL. When this call is made, the OFFSIDE TACKLE will make a SLIDE-IT CALL and the offensive line will slide to the protection call side!







e) SLIDE RT or SLIDE LT - 4 MAN SLIDE from offside guard to onside tackle-AREA BLOCKING. SLIDE RT-means to slide righ SLIDE LEFT-means to slide left! Your call if covered by a down lineman and onside guard and tackle covered by down linemen and linebacker stacked in general area onside. Always make the call to PROTECTION CALL SIDE!

ON G MAN BLOCKING - #1 - (DROP BACK PROTECTION TECHNIQUE) - Versus an odd call - DUAL READ - linebacker over to protection call side (Mike to Sam).

CALLS TO BE ALERT FOR:

a) EVEN CALL - Set inside to block #1 - unless he is aligned in a loose 3 technique. Be prepared to handle a T-T TWIST - as you set, if the defender aligned on you LOOPS backside - keep sliding flat to inside and make a SWITCH CALL to offside guard and switch off!

b) SLIDE-IT CALL - Your call - in conjunction with an ORANGE or YELLOW CALL by center - AREA BLOCKING! If the call is your side and the linebacker or 1st blitzer is aligned on or outside of you - make a SLIDE-IT CALL - open out and slightly back on your set - block any defender that rushes thru your "nose" to the protecti call side. No one coming into your area -- overlap back inside towards the center-box!

c) JOKER CALL - Call made by the onside tackle in conjunction with a SLIDE-IT CALL. The tackle is telling you that he will block the defensive end and for you to slide outside for the widest rusher!

d) SLIDE RT or SLIDE LT - 4 MAN SLIDE from offside guard to onside tackle-AREA BLOCKING. SLIDE RT - means to slide r SLIDE LT - means to slide left! Open out and slightly ba on your set-block any defender that rushes thru your "AR to the protection call side!

e) FAN CALL - If onside tackle makes FAN CALL - set to block the defender aligned on the tackle! Use a WIDE RUSH SET!

ON T MAN BLOCKING - #2 - (DROP BACK PROTECTION TECHNIQUE). If #2 is a linebacker - DUAL READ - set accordingly and block most dangerous rusher. NOTE: If covered by a linebacker and a RUSH END is aligned on our tight end -- set to block the rush end!

CALLS TO BE ALERT FOR:

a) SLIDE-IT CALL - AREA BLOCKING - open out to block the widest rusher on the LOS - block any defender that rushes thru your outside eye or shoulder to the PROTECTION CALL SIDE!

b) JOKER CALL - Your call - in conjunction with a SLIDE-IT CALL. If there is a wide rush end and another defender aligned outside on LOS make a JOKER CALL to the guard and set to block the WIDE RUSH END all the way!

c) SLIDE RT or SLIDE LT- 4 MAN SLIDE from offside guard to [illegible] tackle-AREA BLOCKING. [illegible] the defensive [illegible] - if he loops inside [illegible] widest rusher-- if no wide rusher- overlap back inside!

d) FAN CALL - Your call - if covered by a down lineman and rush-end aligned outside (K-C WEAK LOOK) - make FAN CALL - set accordingly to block the wide-rush end!

OFF G MAN BLOCKING - #1 - (DROP BACK PROTECTION TECHNIQUE) - Odd Call - set approximately 1 to 1½ yards deep toward the protection call side (OVER LAP TECHNIQUE) - read the line-backer -- if he drops - look to help the center or pick up the TRASH.

CALLS TO BE ALERT FOR:

a) SWOOP CALL - Can be your call - if covered by a down lineman and a linebacker or blitzer walks up or threatens the center-guard gap (1 GAP) to the protection call side. Set inside and block the defender threatening the gap to the call side. Be alert for a COLOR CALL - this will tell you which side the center is protecting and if you need to make a SWOOP CALL!

b) ODD-SOLID - Center is telling you to DUAL READ (Mike to Will). If linebacker slides towards protection call side or stacks over the center - make SWITCH CALL to center - set accordingly and block the defender aligned on center (NOSE/TACKLE).

c) SLIDE RT or SLIDE LT - 4 MAN SLIDE from offside guard to onside tackle-AREA BLOCKING. SLIDE RT - means to slide right. SLIDE LT - means to slide left! Use a lateral set to block the defender aligned on the center. If his hip goes away be alert for someone twisting or blitzing back into your area!

OFF T MAN BLOCKING - #2 - (DROP BACK PROTECTION TECHNIQUE). NOTE: If #2 is a linebacker - explode back - using an inside set approximately 1 to 1½ yards deep - check your linebacker -- if he drops slide out to help your TIGHT END with #3! If #2 is a down lineman - use onside set-AREA BLOCK with tight end on any SOX or SEX STUNT! NOTE: All T-E TWISTS we pick up MAN and all E-T TWISTS are zoned off with the guard!

"R-BACK" This is a man protection scheme and "R" is responsible for the first "Blitzer" from inside-out, not counting the "Mike" linebacker. If your man does not rush the passer, scan from inside-out for any free (unblocked) opponent and block them. After checking your primary and secondary protection responsibilities, proceed with your pass pattern (if called) responsibili[illegible] Example: Vs. a normal 4-3 front: "R" is resp[illegible]ble for the weakside linebacker. Vs. a normal 3-4 [illegible]nt, "R" is responsible for teb weakside linebacker. NOTE: We designate both inside linebackers in a 3-4 front as "Mike".

a) OVERLOAD - If your protection responsibility vacates his position and goes over to the strongside of the formation, you must go across and block the first blitzer outside of the offensive tackle. If your responsibility vacates his position and takes up a coverage position in the secondary, you are free to proceed with your pass pattern.

b) SLIDE RT or SLIDE LT - A call made by the center alerting the back to take the first blitzer from the "guard area" to the outside.

c) ROBERT/LARRY - When coordinated with an Orange or Yellow (Orange = Robert and Yellow = Larry), the "R" will block the "second" blitzer from inside-out.

If the center's orange or yellow call isn't coordinated with the huddle call (Robert/Larry), "R" will be responsible for his normal protection rules.

d) FAN CALL - Call made by offensive tackle alerting the adjacent guard and "R" back that he and the guard will be area blocking to their outside. The "R" back will then be responsible for the linebacker over the guard area.

"H" BACK Run Pattern Called!

CALLS TO BE ALERT FOR:

a) SWOOP CALL - Can be your call - if covered by a down lineman and another defender is in a BLITZ POSITION in the guard-tackle (3 GAP) - set inside using a lateral set and block any defender rushing thru the 3 GAP AREA! [illegible]ways be alert for a COLOR CA[illegible] [illegible]nge or Yellow) - [illegible]is will tell you which side center is protecting and if you need to make a SWOOP CALL!

"Y" MAN BLOCKING - #3 - (DROPBACK PROTECTION TECHNIQUE). Be alert for SWOOP CALL if strong safety is cheating inside.

NOTE: COLOR CALL your side (Orange or Yellow) disregard the 1st man off the LOS because he is "0". If color call is away from you count them as you see them.

"R-BACK" You have a free release (no protection responsibility) to get out into the pattern. You will run the pattern called in the huddle.

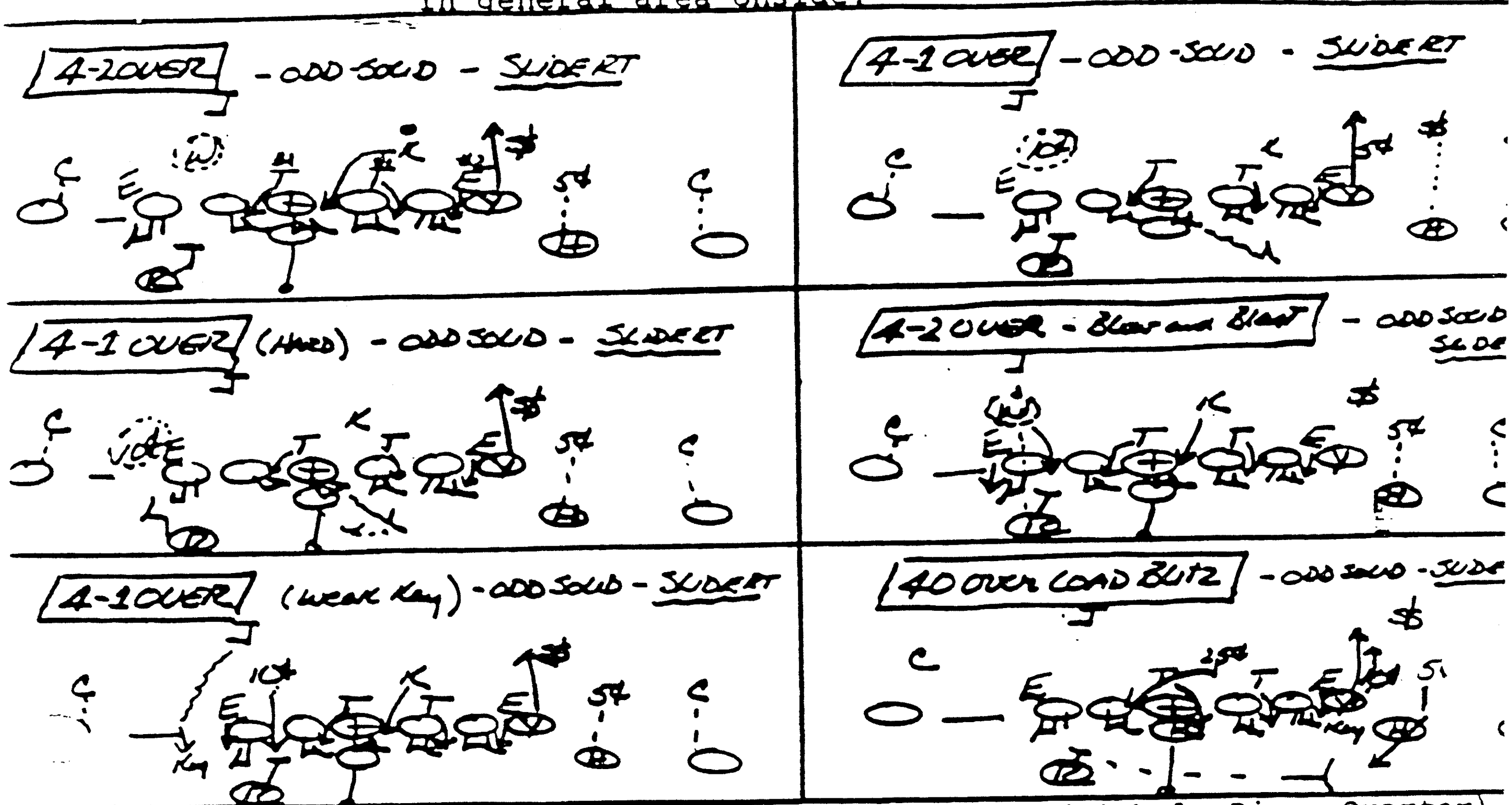
a) BLITZ BREAK-OFF - With two blitzers from the weakside, "R" will adjust his pattern to a quick flat route to the outside. Anytime we have a four man defensive front with the center, guard and tackle (to your side) are covered with down linemen, "R" will run a break-off when one blitzer rushes.

b) ROBERT/LARRY - Call your side - 2nd blitzer from inside-out!

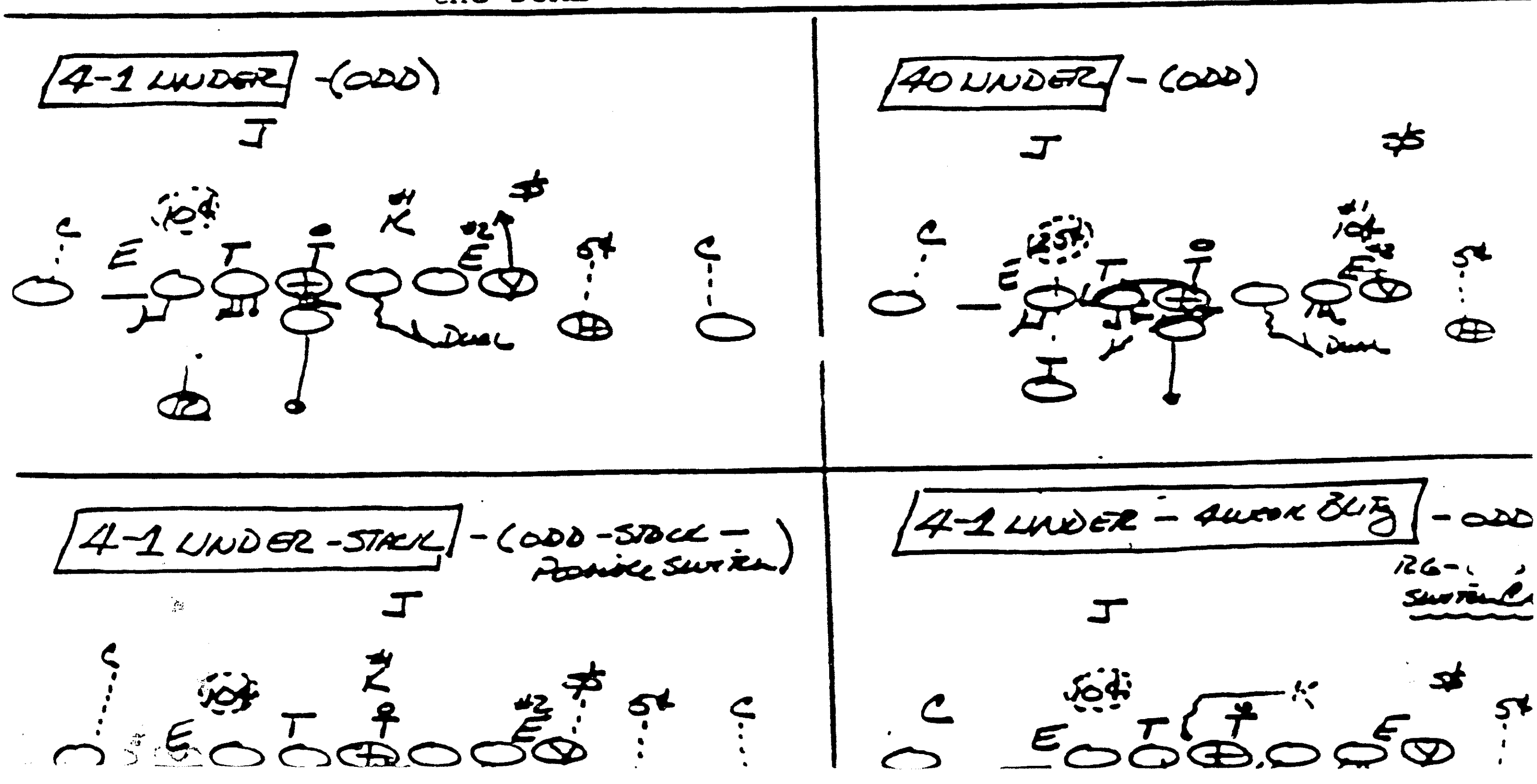
"H-BACK" MAN BLOCKING - #4 - (DROP BACK PROTECTION TECHNIQUE). Be alert for SWOOP CALL if strong safety is cheating inside.

NOTE: COLOR CALL your side (Orange or Yellow) disregar[illegible] the 1st man off the LOS because he is "0". If color call is away from you count them as you see them.

b) OVER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter).
CENTER - make an ODD SOLID with a SLIDE RT or SLIDE L CALL - when covered by a down lineman and onside guard and tackle covered by down linemen and BLITZER stacked in general area onside!



c) UNDER LOOKS - 4 DOWN PERSONNEL -(Nickel; Dime; Quarter).
CENTER - make ODD or ODD STACK CALL - ONSIDE GUARD has the DUAL READ!



PASSING GAME

PROTECTION:

SCRAM PROTECTION

RULES - TECHNIQUES - COACHING POINTS:

NOTE: The onside in this protection is the PROTECTION CALL SIDE - Example: SCRAM RIGHT or SCRAM LEFT. Versus a BLITZ SITUATION - "STUFF" them on or near the LOS - reason -- QB may have to shorten his drop to either hit the back "Hot" or the SIGHT ADJUSTMENT.

C MAN BLOCKING - "0" - (DROP BACK PROTECTION TECHNIQUE) - Versus an Even Call - DUAL READ - linebacker over to protection call side (Mike to Will).

CALLS TO BE ALERT FOR:

a) ODD or EVEN CALL - Your call - to determine the alignment of the defnese and which onside lineman has the DUAL READ!

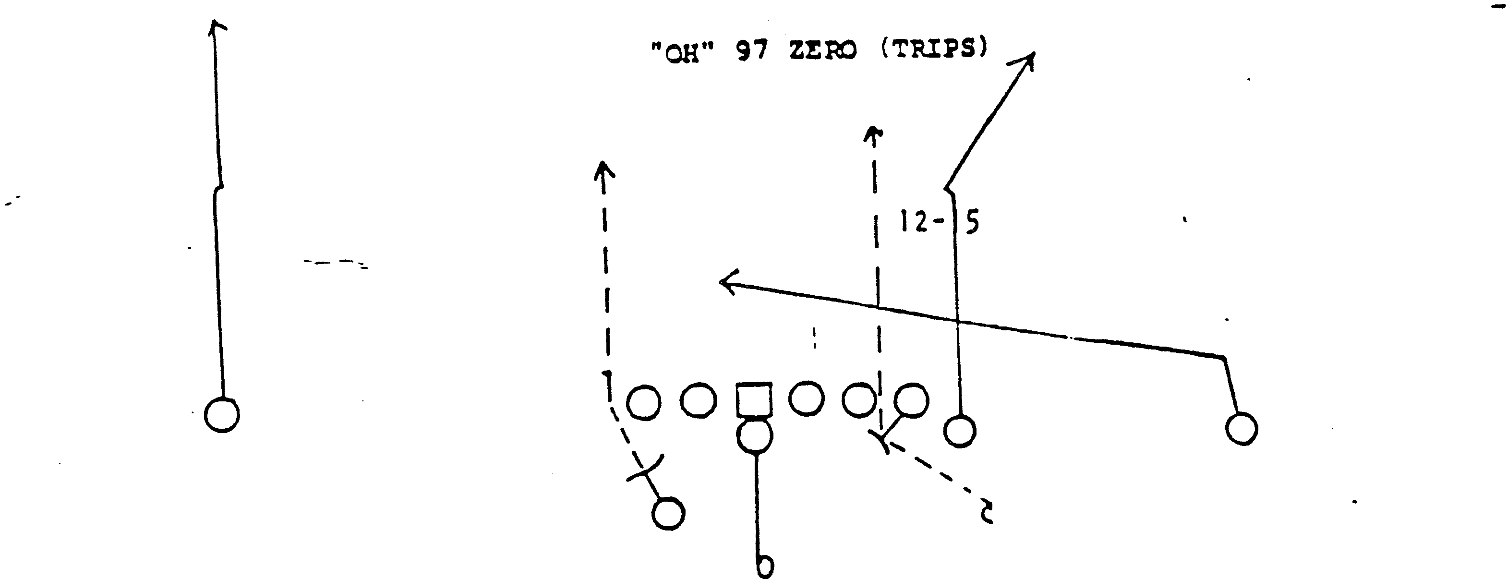
   1) ODD - Covered by a down lineman!

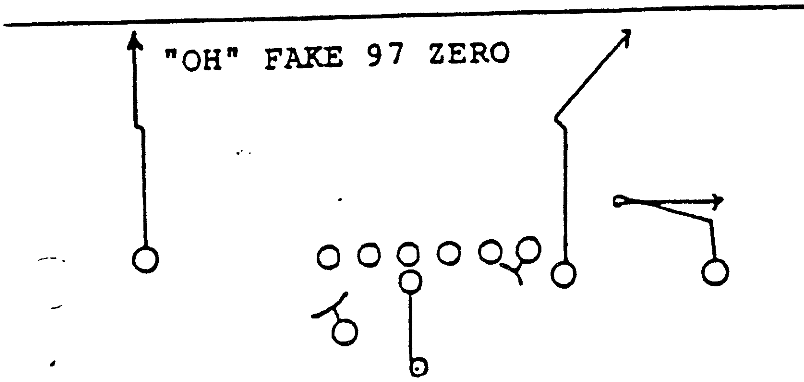
   2) EVEN - Covered by a linebacker!

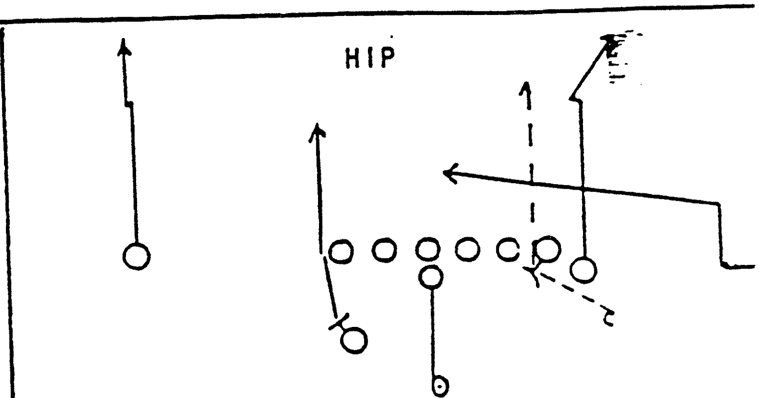
b) ORANGE or YELLOW CALL - Your call - when uncovered - call to determine which side you are counting "0". ORANGE - to the right; YELLOW - to the left! Versus - 3 DOWN LINEMEN - make color call to the side the nose/ tackle aligns. Versus - 4 DOWN LINEMEN - make color call to the side that "Mike" aligns. If "MIKE" has been substituted for such as in 3rd down looks (NICKEL; DIME; or QUARTER LOOKS) make the call to the PROTECTION CALL SIDE!

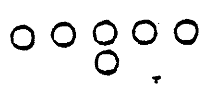
c) SLIDE-IT CALL - AREA BLOCKING - will only be called by the onside guard after an ORANGE or YELLOW CALL. Set to block t[illegible] aligned on the onside gu[illegible] be prepared to handle a T-T TWIST - as you set, if the defender aligned on the onside guard LOOPS back-side - ROCK back towards offside guard and make a SWITCH CALL!

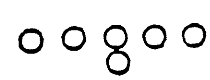
d) ODD SOLID - Your call - if covered by a down lineman and onside guard is covered by a down lineman -- call is to alert OFFSIDE GUARD to DUAL READ - linebacker over to protection call side. NOTE: Vs a K-C WEAK (4 Down linemen) and onside tackle makes a FAN CALL - make an ODD SOLID CALL to alert off-guard to DUAL!











KEY COACHING POINTS

QB = Strongside read, deep to short read regardless of coverage, responsible with X for W/S.

(R)= 1st LB'er inside out, not counting Mike, run up CP. Butch technique, run swing alert Rip/Liz
= Ck #3, run up, unless delayed run Rose/Sally
= Route called (7)
= Route called (9)
Z = Route called, inside normal split, runaway 2 route

PROTECTION

"OH's"

FORMATIONS

Trips
Trips Fake Whiz
Spread Motion
Trips Zip
Trips Zoom
Trips Fly
Hip

e) SLIDE RT or SLIDE LT- 4 MAN SLIDE from offside guard to onside tackle-AREA BLOCKING. SLIDE RT - means to slide ri SLIDE LT - means to slide left! Your call-if covered a down lineman and onside guard covered by a down lineman a two linebackers or blitzers stacked in general area onsid Always make the call to PROTECTION CALL SIDE!

ON G MAN BLOCKING - #1 -(DROP BACK PROTECTION TECHNIQUE) - Versus an Odd Call - DUAL READ linebacker over to protection call side (Mac to Will).

CALLS TO BE ALERT FOR:

a) EVEN CALL - Set inside to block #1 - unless he is aligned in a loose 3 technique. Be prepared to handle a T-T TWIST - as you set, if the defender aligned on you LOOPS backside - keep sliding flat to onside and make a SWITCH CALL to offside guard and switch off!

b) SLIDE-IT CALL - Your call - in conjunction with an ORANGE or YELLOW CALL by center - AREA BLOCKING! If the call is your side and the linebacker or 1st blitzer is aligned on or outside of you - make a SLIDE-IT CALL - open out and slightly back on your set-block any defender that rushes thru your "nose" to the protection call side. No one coming into your area -- overlap back side towards the center-box!

c) JOKER CALL - Call made by the onside tackle in conjunction with a SLIDE-IT CALL. The tackle is telling you that he will block the defensive end and for you to slide outside for the widest rusher!

d) SLIDE RT or SLIDE LT - 4 MAN SLIDE from offside guard to onside tackle-AREA BLOCKING. SLIDE RT-means to slide righ SLIDE LT - means to slide left! Open out and slightly back on your set-block any defender that rushes thru your "AREA" to the protection call side!

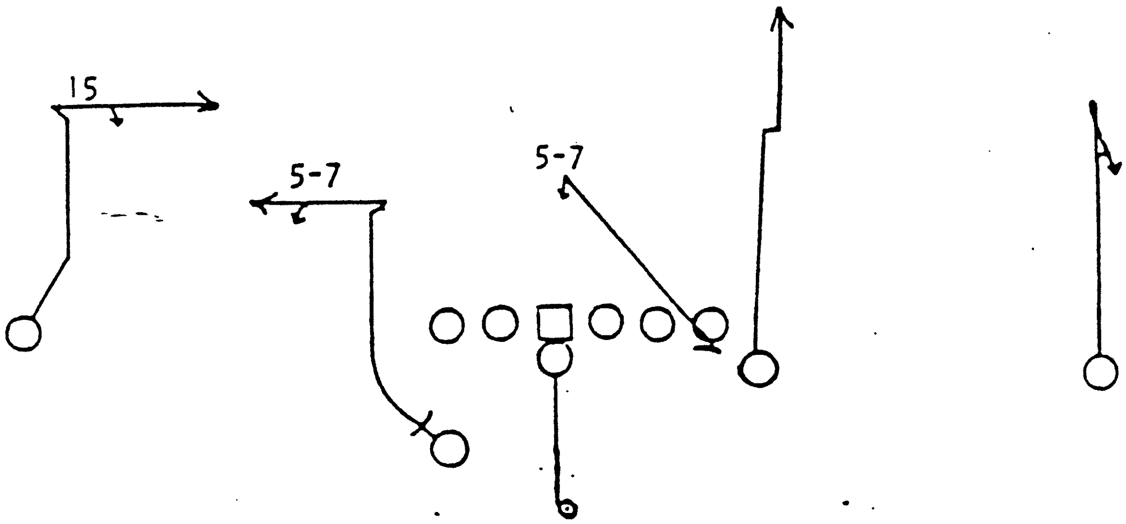
e) FAN CALL - If onside tackle makes FAN CALL - set to block the defender aligned on the tackle! Use a WIDE-RUSH SET!

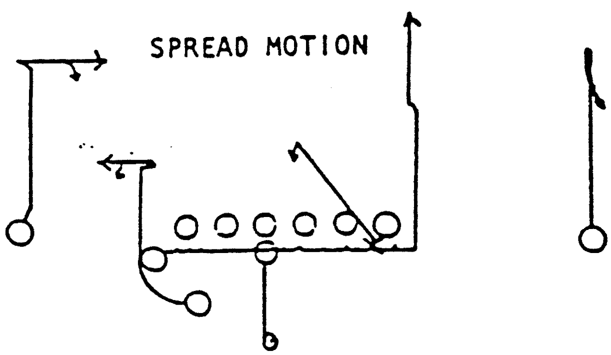
ON T MAN BLOCKING - #2 -(DROP BACK PROTECTION TECHNIQUE). If #2 is a linebacker - DUAL READ - set accordingly and block most dangerous rusher. NOTE: If covered by a linebacker and a RUSH END is aligned outside -- set to block the rush end!

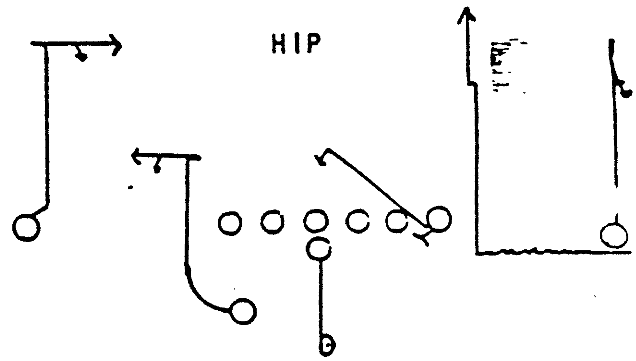
CALLS TO BE ALERT FOR:

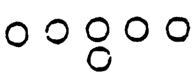
a) SLIDE-IT CALL - AREA BLOCKING - Open out to block the widest rusher on the LOS - block any defender that rushes thru your outside eye or shoulder to the PROTECTION CALL SIDE!

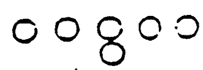
"OH" 495 LUCKY (TRIPS)











KEY COACHING POINTS

PROTECTION

"OH's"

FORMATION

Same as 989

QB = Weakside read, stay weak unless W/S takes away the 4 route; read deep to short throw off underneath coverage.W/S weak work strong.Responsible with X for W/S.

R)= 1st LB'er inside out,not counting Mike, Run Lucky/ Ricky alert for Rip/Liz.

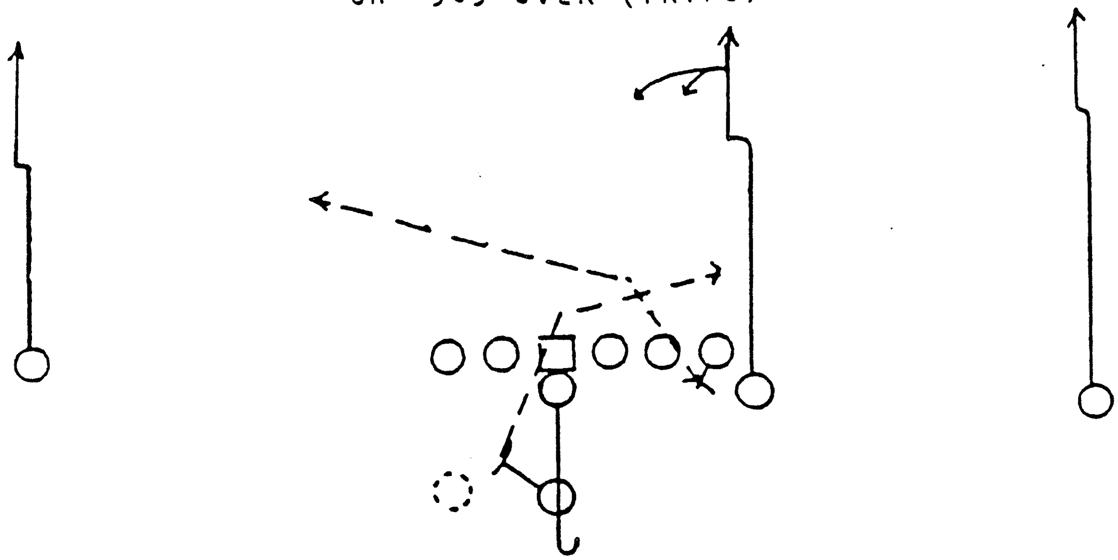
H = 9 route

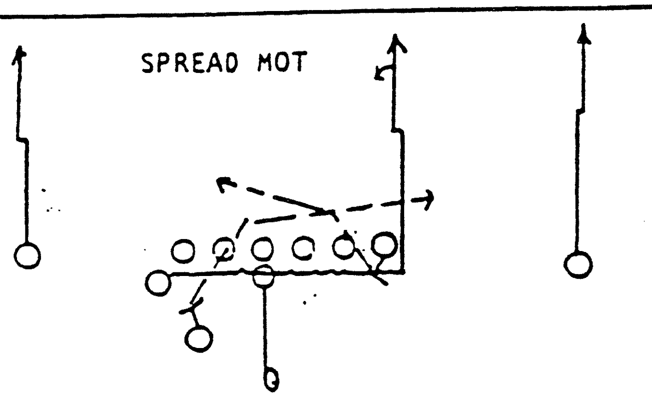
Y = Check #3, look, responsible for S/S blitz

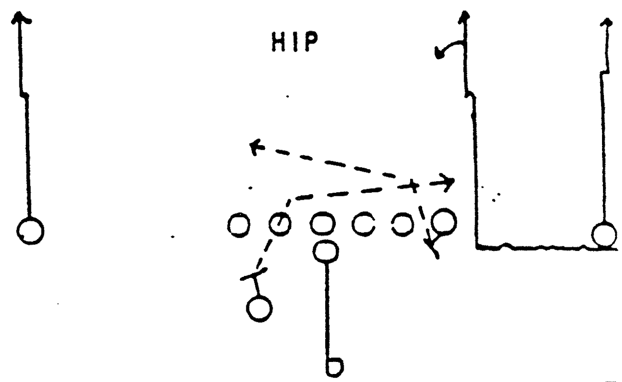
TABLE OF CONTENTS

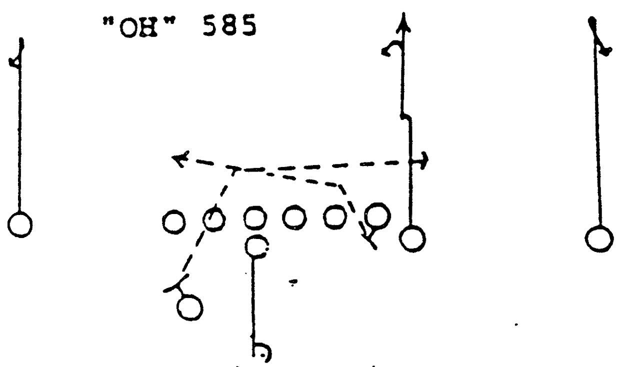
(SCRAM PASSING)

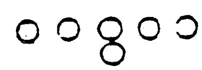
"OH" 989 OVER (TRIPS)











KEY COACHING POINTS

QB = [illegible]ngside read, MOF open work [illegible] short inside/out; MOF closed work deep/short outside/in. Backside by game plan or W/S blitz.

B(R)= 1st LB'er inside out, not counting Mike, run sneak, alert for Rip/Liz

B(Y)= Check #3, cross, responsible for S/S Blitz

[illegible] = Read middle, vs. man w/middle close run like 4 route

Z= Routes called (9), normal split fade vs. press 9 route X - adjust vs. W/S Blitz

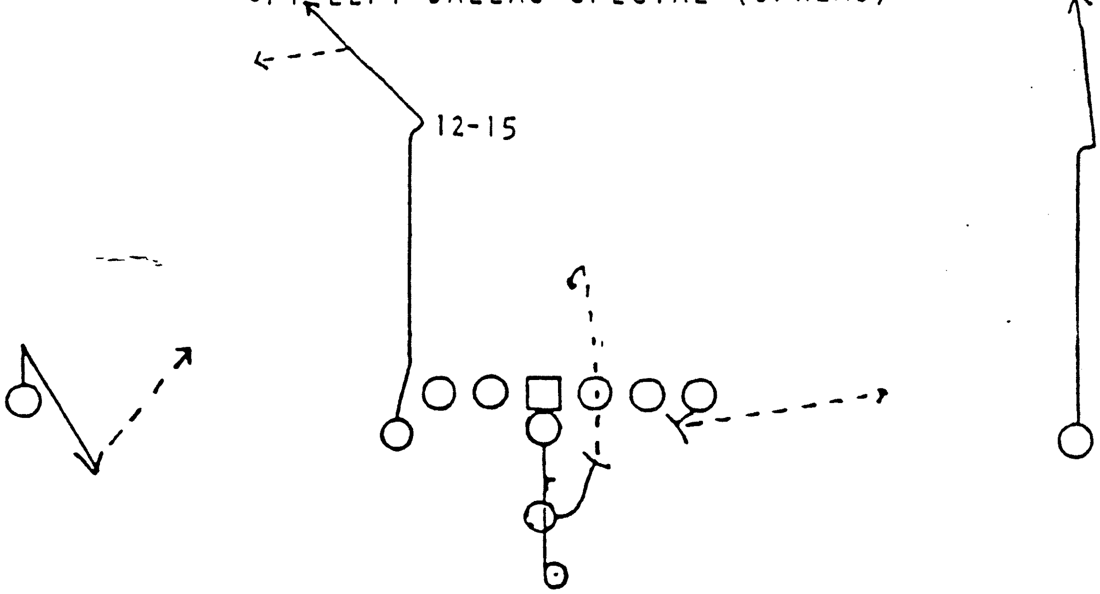
PROTECTION

"OH's"

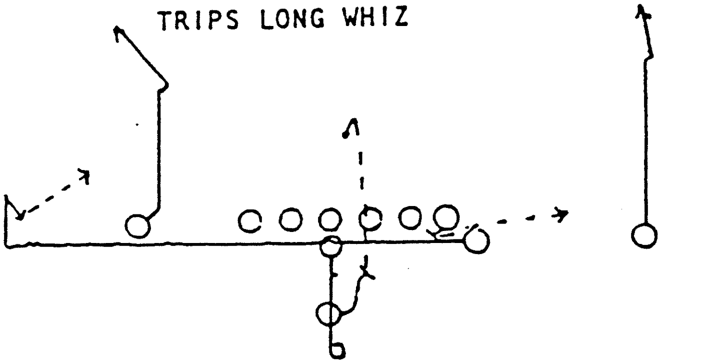
FORMATIONS

Trips
Trips Fake Whiz
Trips Zoom
Spread Motion
Hip
Trips Fly

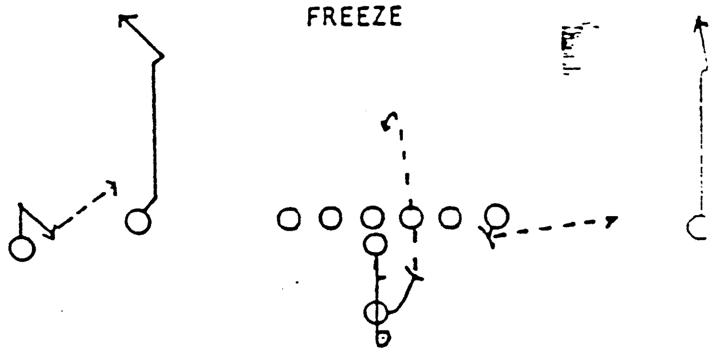
OPT LEFT DALLAS SPECIAL (SPREAD)

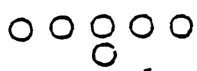


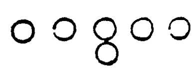
TRIPS LONG WHIZ



FREEZE







KEY COACHING POINTS

QB=Coverage read; work weakside unless W/S works weak rotation; read inside/out regardless of MOF; throw off underneath coverage; weak rotation can work strong; responsible with X for W/S blitz.

S-B.(R)=1st LB'er inside out including Mike, check down
.(H)=Route called by formation
Y =Block #3, N/T flat
X =Route called by formation, if flash could be runaway vs. press
Z =8 route adjust vs. S/S Blitz(Triple)

PROTECTION

Option (Single or Triple Digi

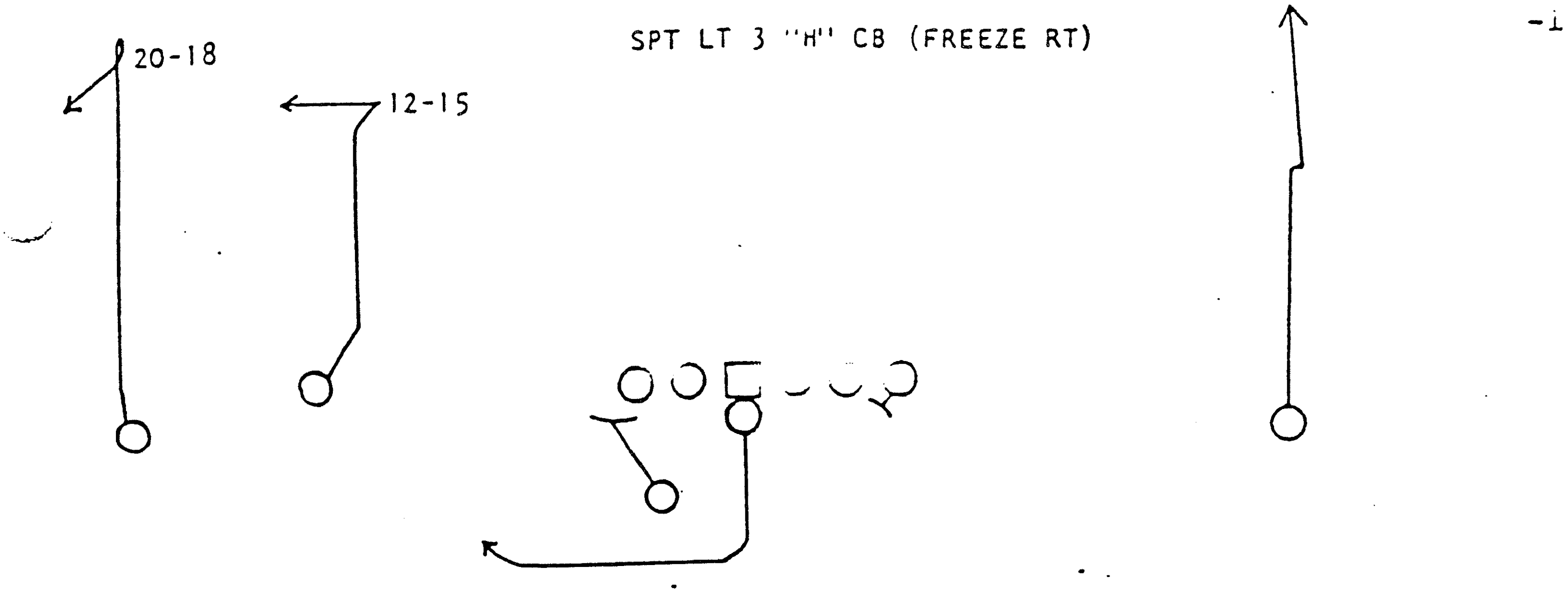
FORMATIONS

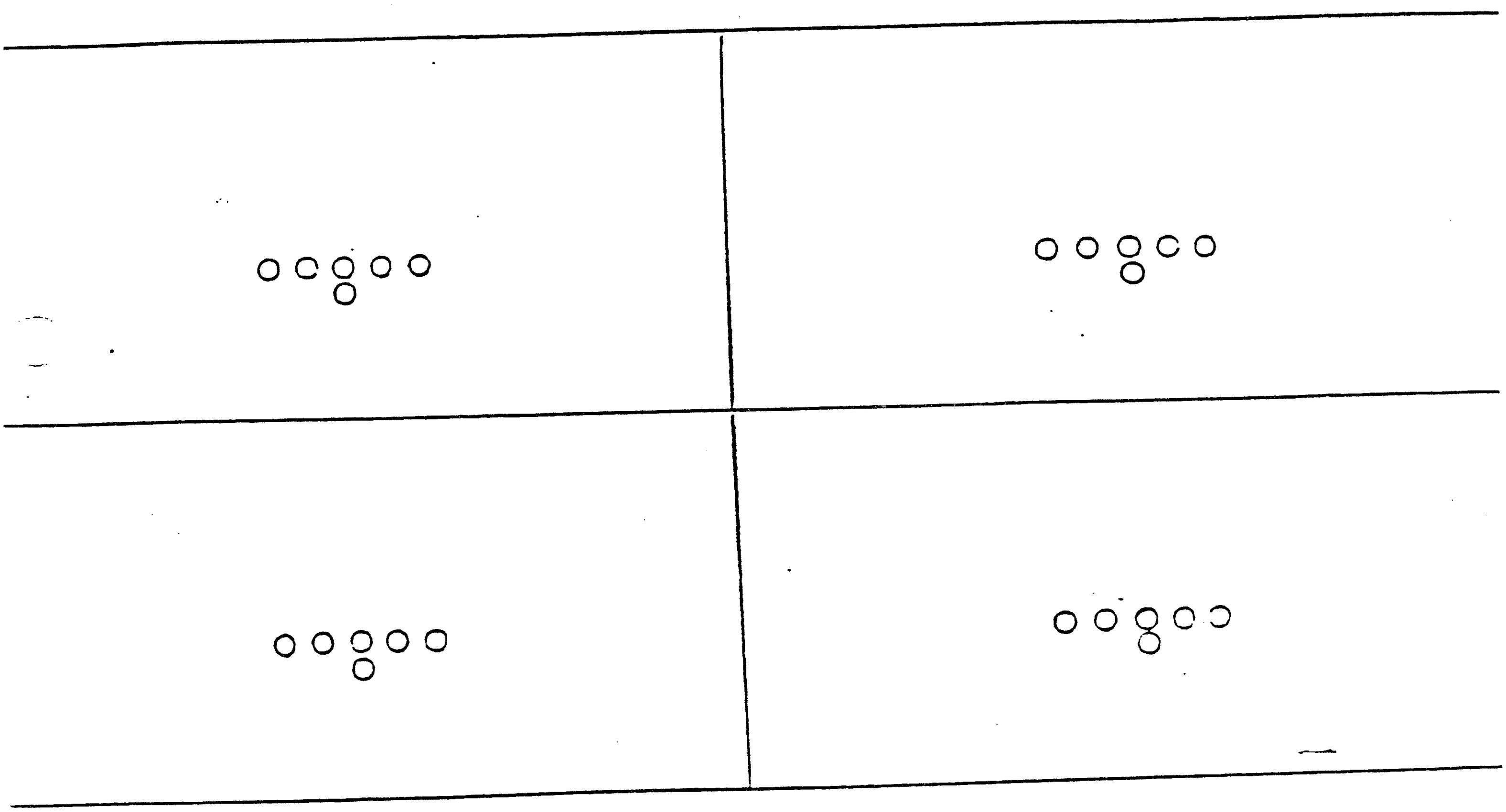
Spread
Spread Fake
Trips Whiz
Trips Long Whiz
Spread Jet Out
Freeze
Spread Fly
Unit

OH'S

Firm "OH" 191
Firm "OH" 212 "R" Flat
Firm "OH" 222 Flat
"OH" 989 Over
"OH" 585 Over
"OH" 787 Wide
"OH" 787 Pump
"OH" 495 L/R
"OH" 989 Over
"OH" 97 Zero
"OH" Fake 97 Zero

SPT LT 3 "H" CB (FREEZE RT)





KEY COACHING POINTS

QB = 5 step drop and roll to call side with depth to numbers; read inside/out, throw off underneath coverage; Run/pass option; no blitz adjustments. Z only by game plan.

R = Ck Will; clean off outside rusher
H = Run 9 Comeback
Y = Sprint Protection
Z = 8 route (fade vs. press)
X = Inside 3 route

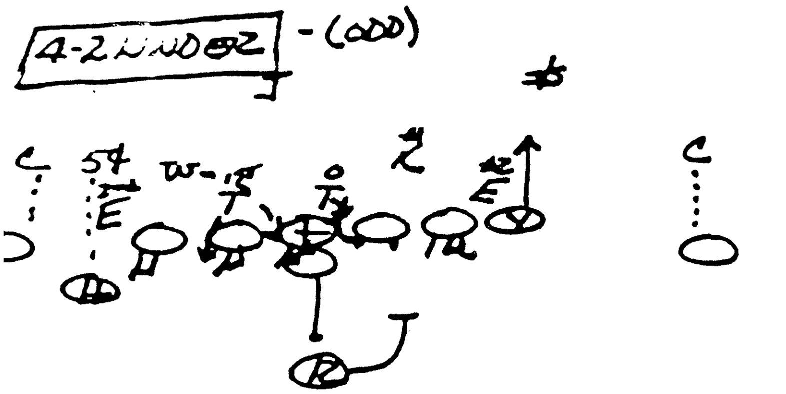
PROTECTION

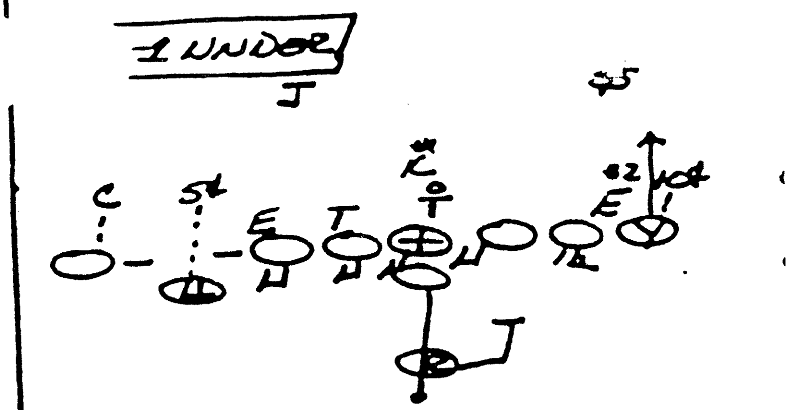
Sprint

FORMATIONS

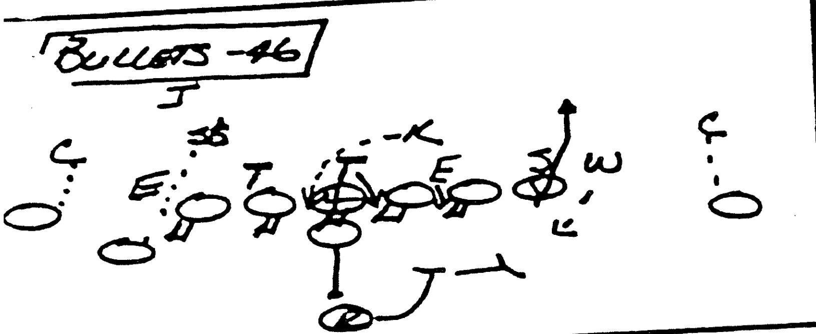
Freeze
Trips Long Whiz
Spread Jet Out
Freeze Zoom

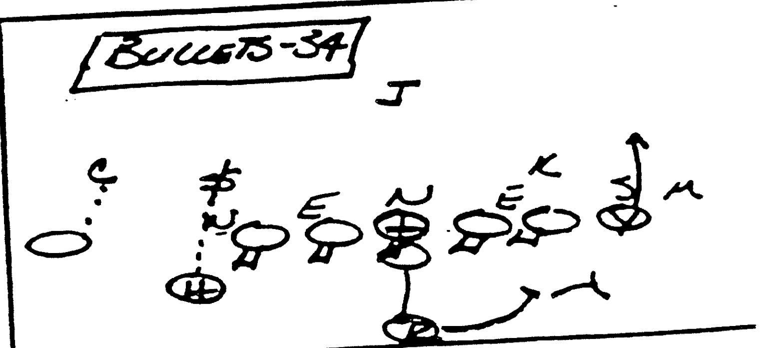
c) UNDER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter). OFF GUARD - covered by a linebacker or uncovered - slide inside towards hip of nose/tackle - hip goes away be alert for a TWIST or BLITZ from protection call side!

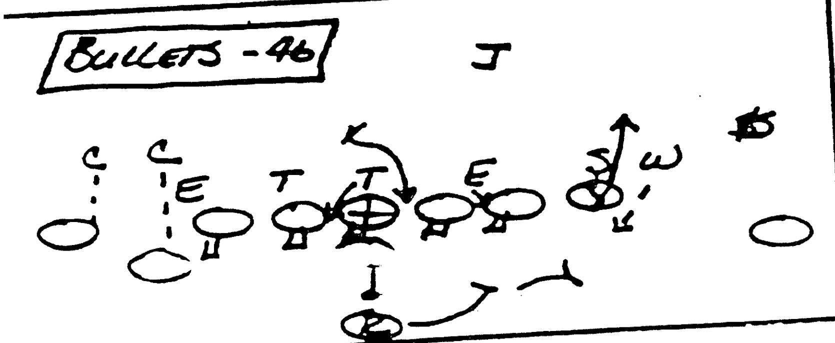




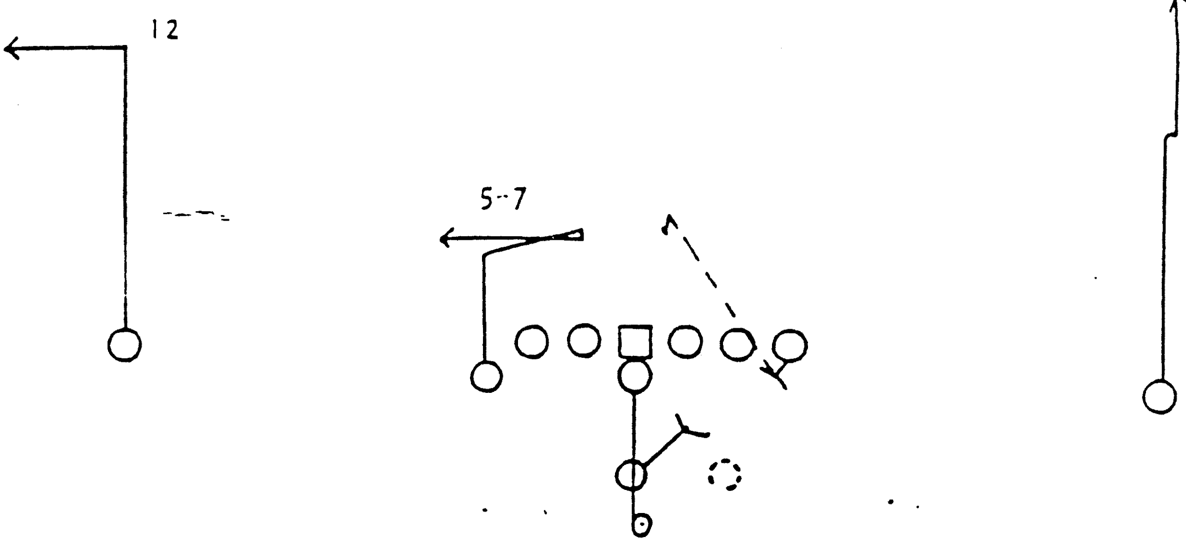
d) BASTARD LOOKS - 3 or 4 DOWN PERSONNEL - these looks require special blocking and the CENTER will alert the team by making a BULLETS CALL. The OFFSIDE TACKLE will make a SLIDE-IT CALL and set inside for the 3 technique!



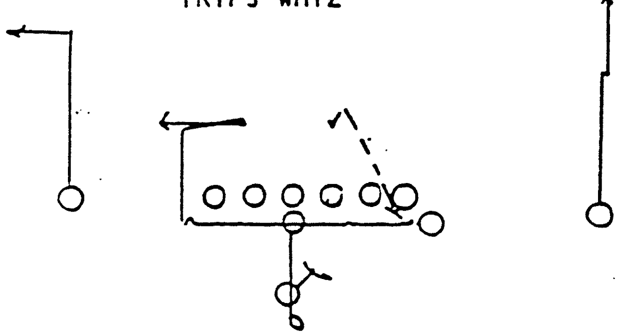




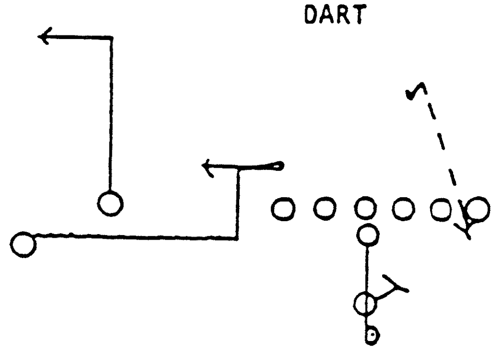
OPT 3 "H" HIDE (SPREAD)



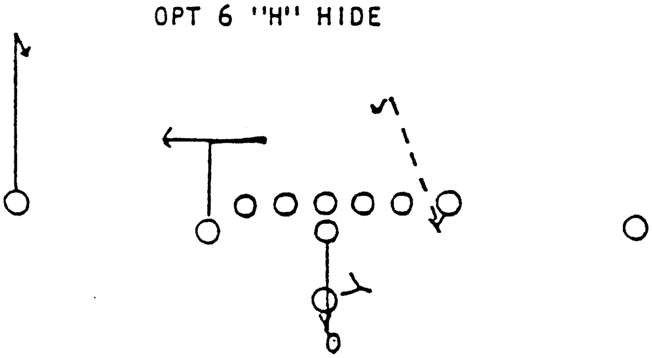
TRIPS WHIZ



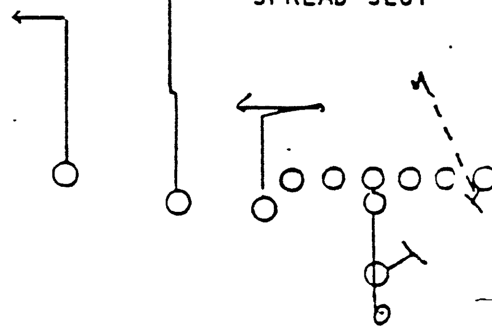
DART



OPT 6 "H" HIDE



SPREAD SLOT



KEY COACHING POINTS

QB = Weakside read, MOF closed work deep to short outside/in; MOF open work inside/out and throw off underneath coverage. Responsible with X for W/S; responsible with Z for S/S.

R = Check 1st linebacker inside/out counting Mike; max. protection.

Y = Option Single Digit Protection

H = Hide

X = Route called (3) fade vs. press adjust vs. W/S Blitz

Z = Route called (9) adjust vs. S/S Blitz

PROTECTION

Option (Single

FORMATIONS

Spread
Spread Fake Motic
Trips Whiz
Spread Zoom
Spread Fly
Unit
Squeeze Motion O

OFF T - MAN BLOCKING - #2 - #2 is always the defender aligned on or outside of you. (DROPBACK PROTECTION TECHNIQUE). Always set slightly towards the protection call side - There is no help from your guard - Area block with the TIGHT END. If #2 is a linebacker set approximately 1 to 1½ yards deep - read the linebacker - if he drops look to help your tight end

CALLS TO BE ALERT FOR:

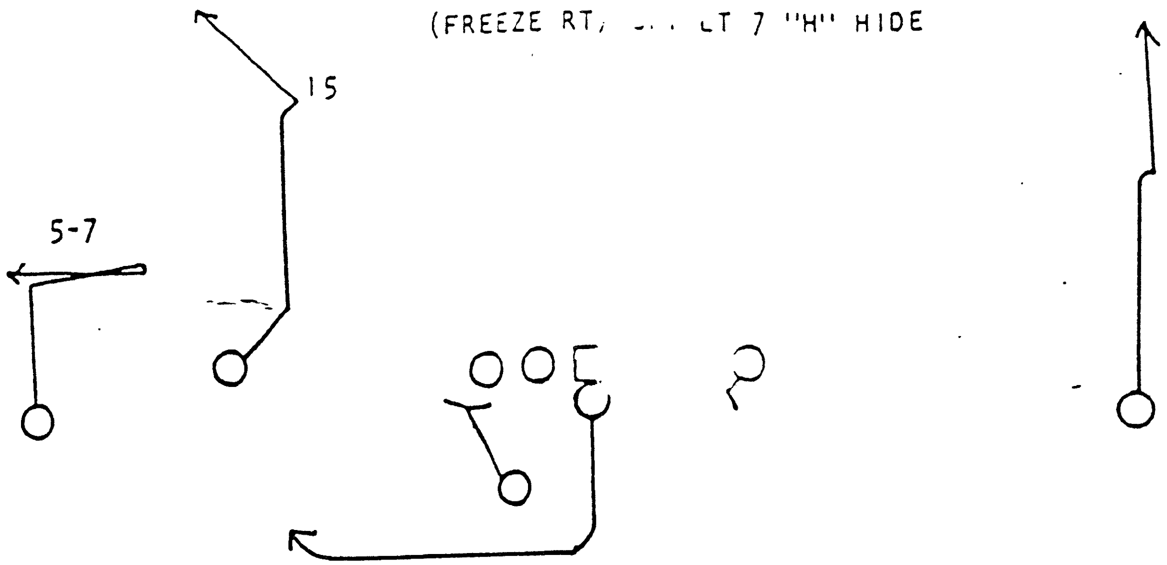
a) SLIDE IT - Your call - In order to handle the over-shifted looks it is critical you recognize where the defensive end aligns. If he happens to align on your offside guard - make a SLIDE IT CALL to the guard and block aggressively on the defensive end aligned on the quard. Step with your near foot towards the hip of the defensive end - if the hip goes away, throttle down and get under control. Look for a blitz coming from the CALL SIDE.

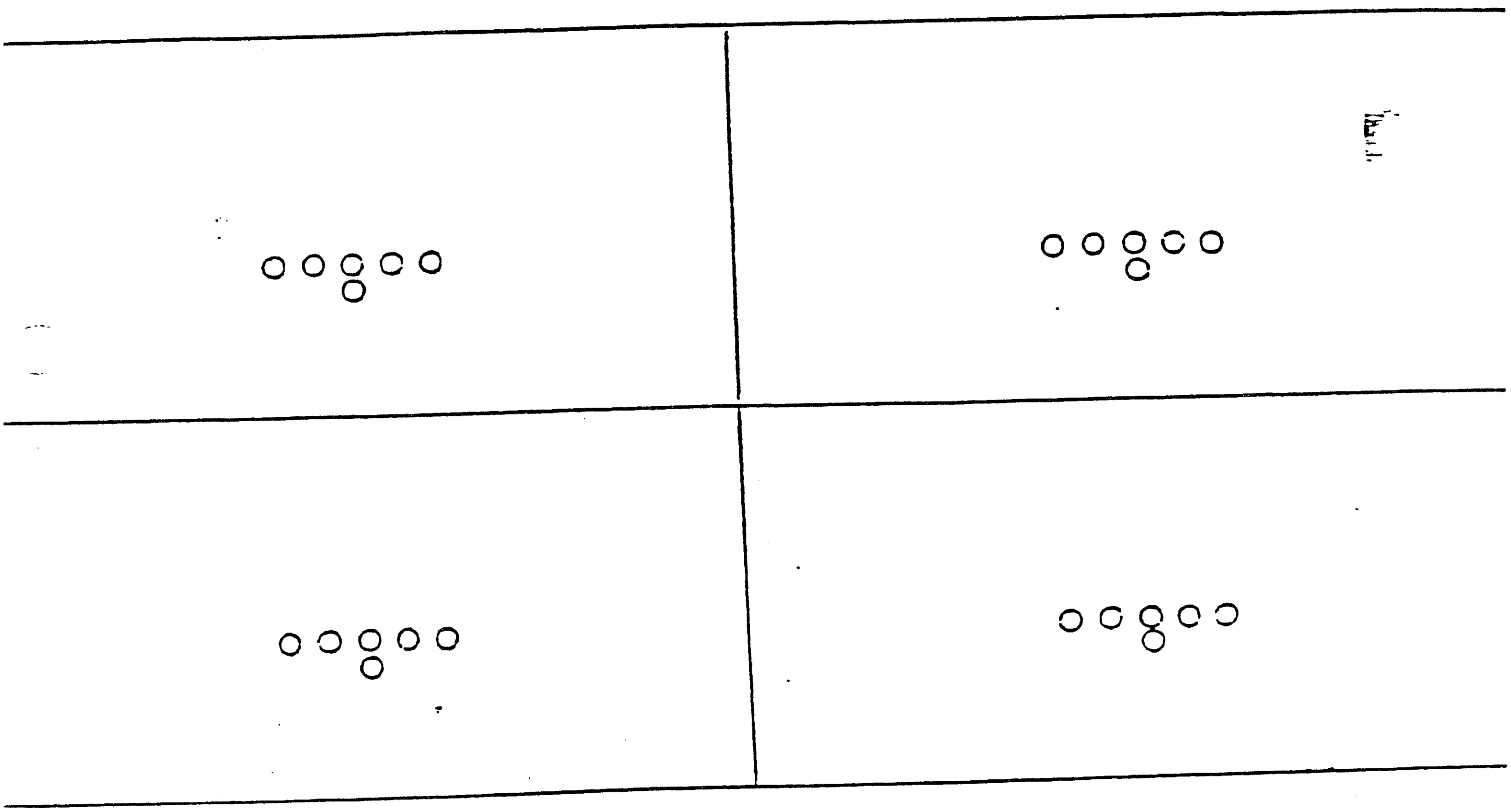
"Y" MAN BLOCKING - #3 - #3 is always the defender aligned on or outside of you (DROP BACK PROTECTION TECHNIQUE).

"R-BACK" Step away from directional call of the protection. You are responsible for the first blitzer from inside out. NOTE: your man may be as far back as the opposite guard vs a 4-3 over defensive front. Once you have checked for your primary protection responsibility, look for any wrong colored jerseys, and proceed with your pattern responsibility.

"H-BACK" Run Pattern Called.

(FREEZE RT, [illegible] LT 7 "H" HIDE





KEY COACHING POINTS

QB = 5 step drop and roll to call with depth to numbers; read inside/out deep to short and throw off underneath coverage; Run/pass option, no blitz adjustments. Z only by game plan.

R = Ck Will, N/T clean off outside rusher
H = Fake 2, no adjust vs. press
Y = Sprint protection
Z = 8 Route fade vs. press
X = 7 Route

PROTECTION

Sprint

FORMATIONS

Freeze
Trips Long Whiz
Spread Jet Out
Freeze Zoom

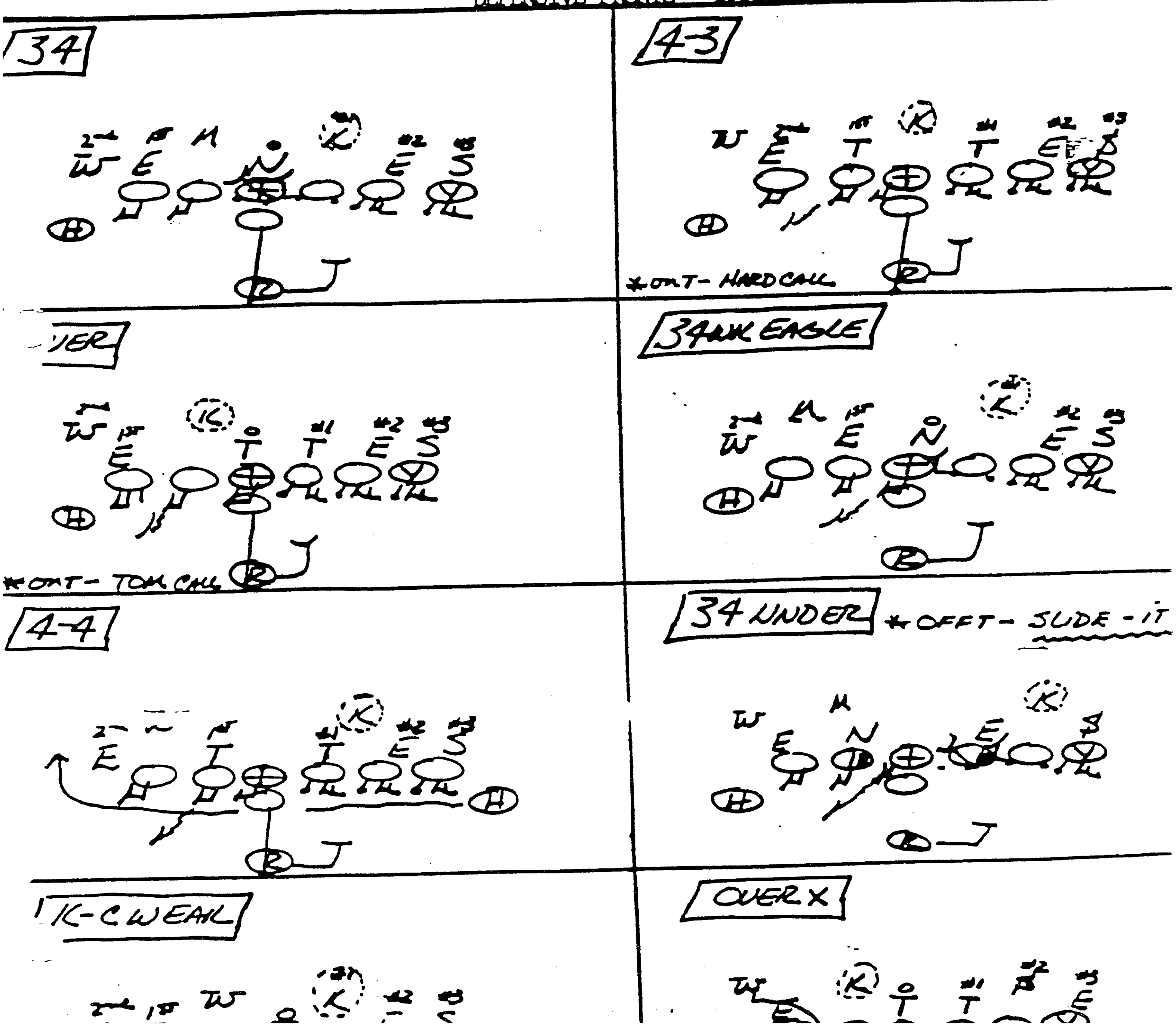
PASSING GAME

PROTECTION:

OPTION PROTECTION (Single Digit)

This is a DROP BACK STYLE of pass protection where our offensive line will use FAN BLOCKING PRINCIPLES to the call side with a SLIDE BLOCKING SCHEME to handle the various twists and blitzes. Our TIGHT END will be given a blocking responsibility in single digit passing while our "R-BACK" will check first linebacker from inside-out away from the call side including "MIKE".

DEFENSIVE FRONTS - 1986



OPTIONS (TRIPLE DIGIT)

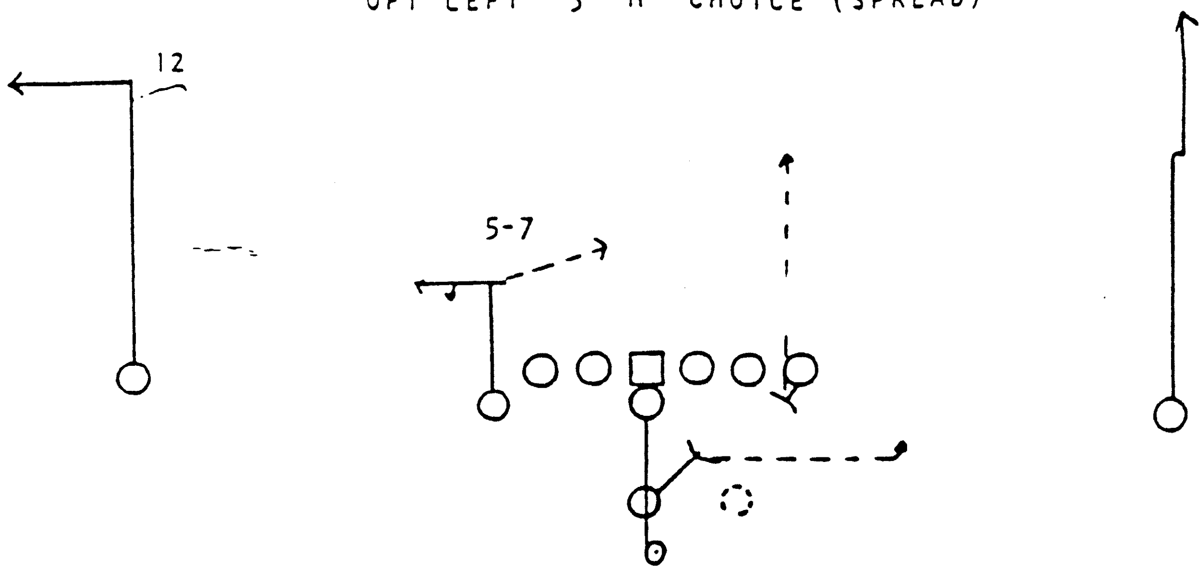
[illegible] S/R

976 "H" Post

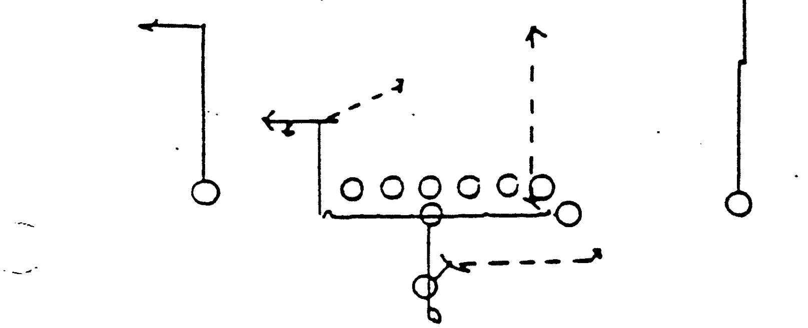
495 Lucky/Ricky

989 Over

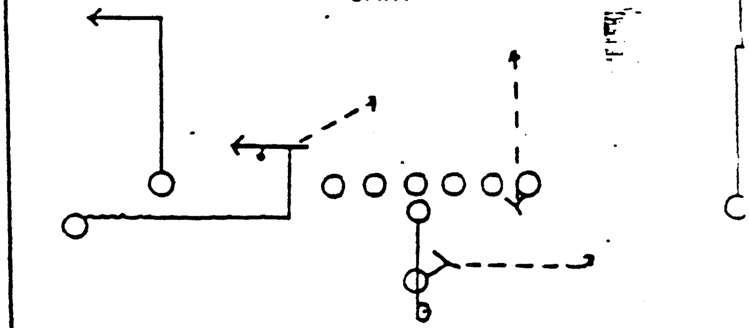
OPT LEFT 3 "H" CHOICE (SPREAD)



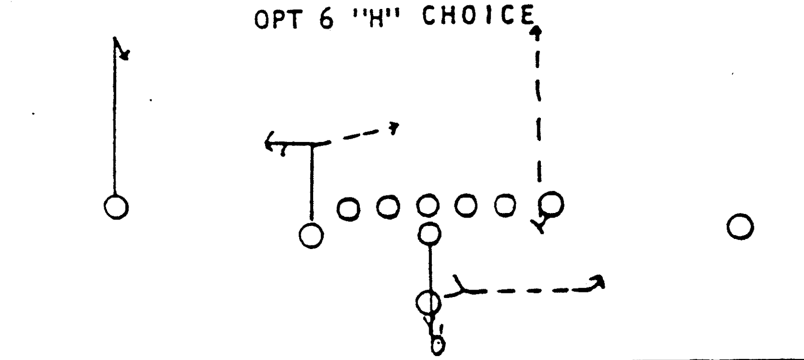
TRIPS WHIZ



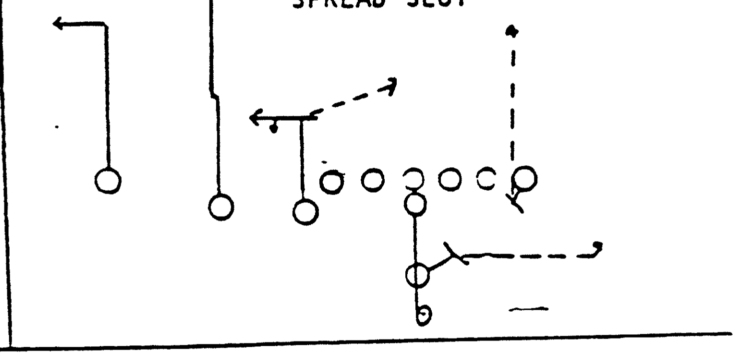
DART



OPT 6 "H" CHOICE



SPREAD SLOT



KEY COACHING POINTS

QB = Weakside read, work inside/out regardless of MOF; throw off underneath coverage, vs. man work single coverage. Responsible with X for W/S. Responsible with Z for S/S.

S.B.(S) = 1st LB-er inside out including Mike, swing

Y = Block #3, N/T clear

I.B.(H) = Choice

X = Route called (3) fade vs. press adjust vs. W/S Blitz

Z = Route called (9) adjust vs. S/S Blitz

PROTECTION

Option (Single :

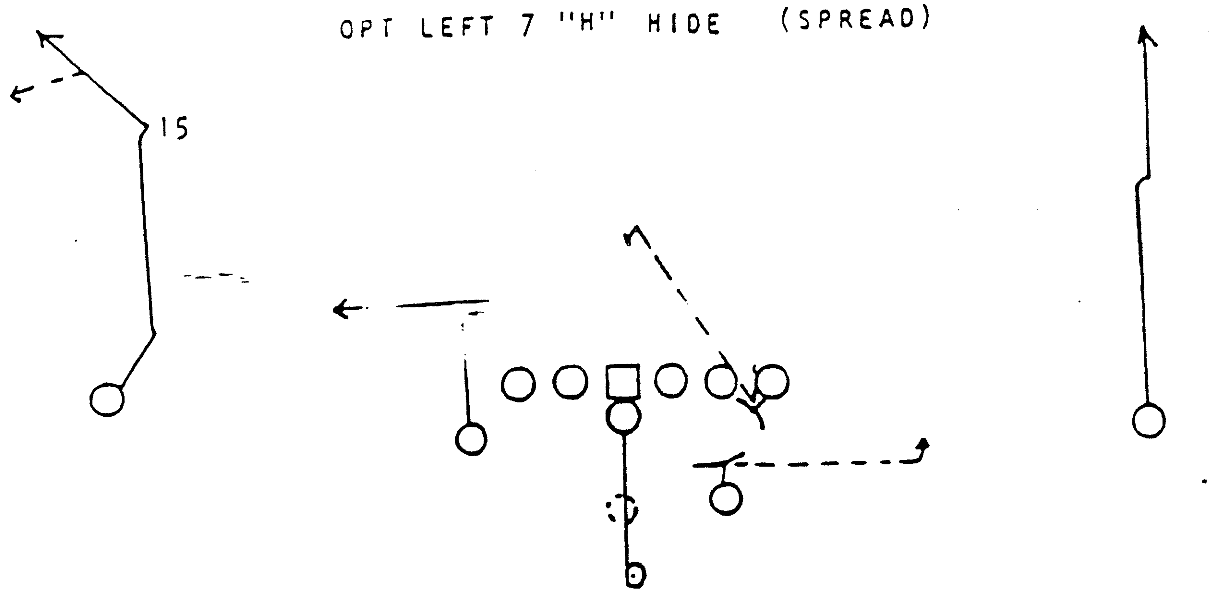
FORMATIONS

Spread
Spread Fake Motio
Trips Whiz
Spread Zoom
Spread Fly
Unit
Squeeze Motion Ou

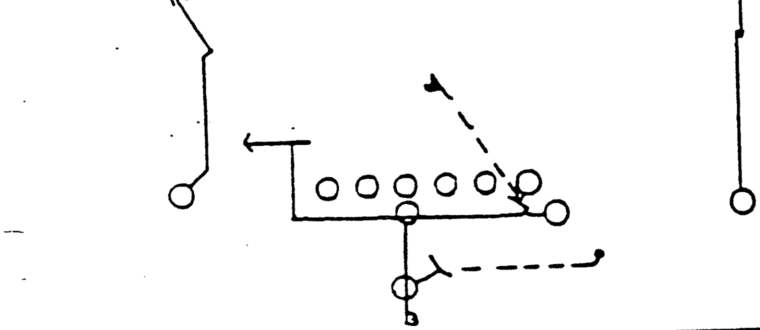
SPRINTS

9 CB (Screen)
39 CB
3 "H" Comeback
7 "H" Hide
Fake 72
Fake 2

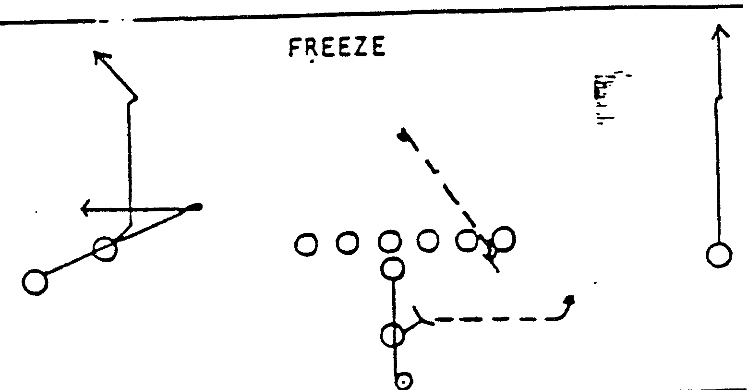
OPT LEFT 7 "H" HIDE (SPREAD)



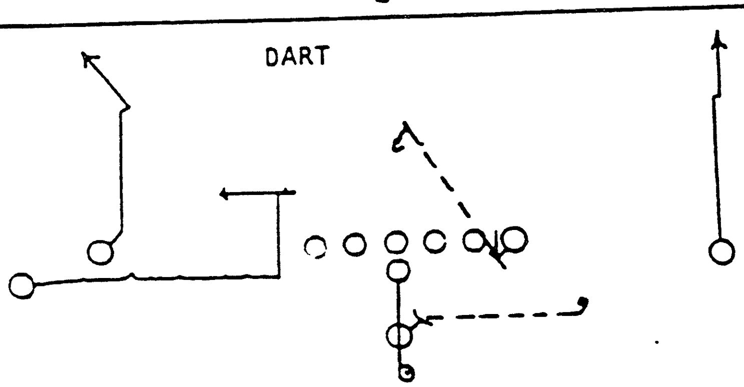
TRIPS WHIZ

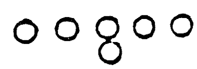


FREEZE



DART





KEY COACHING POINTS

QB= Weakside read, outside/in deep to short regardless of the MOF; throw off underneath coverage. Responsible with X for W/S. Responsible with Z for S/S.

.B.(R)=1st LB'er inside out including Mike, Swing
Y = Block #3,
R.(H)= Choice
X = Route called (7) adjust vs. W/S Blitz
Z = 9 Route adjust vs. S/S Blitz

PROTECTION

Option (Single Digit)

FORMATIONS

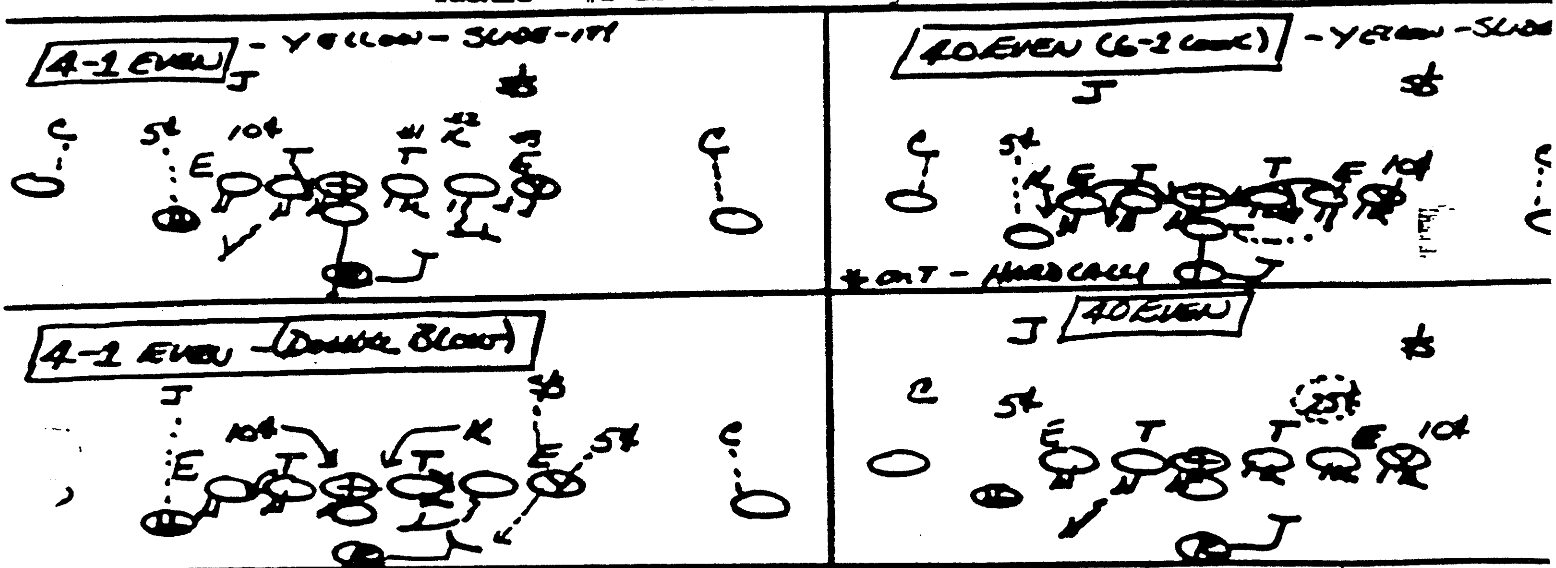
Same as 3 "H" Choi

SPECIAL SITUATIONS - 3RD AND MEDIUM TO LONG

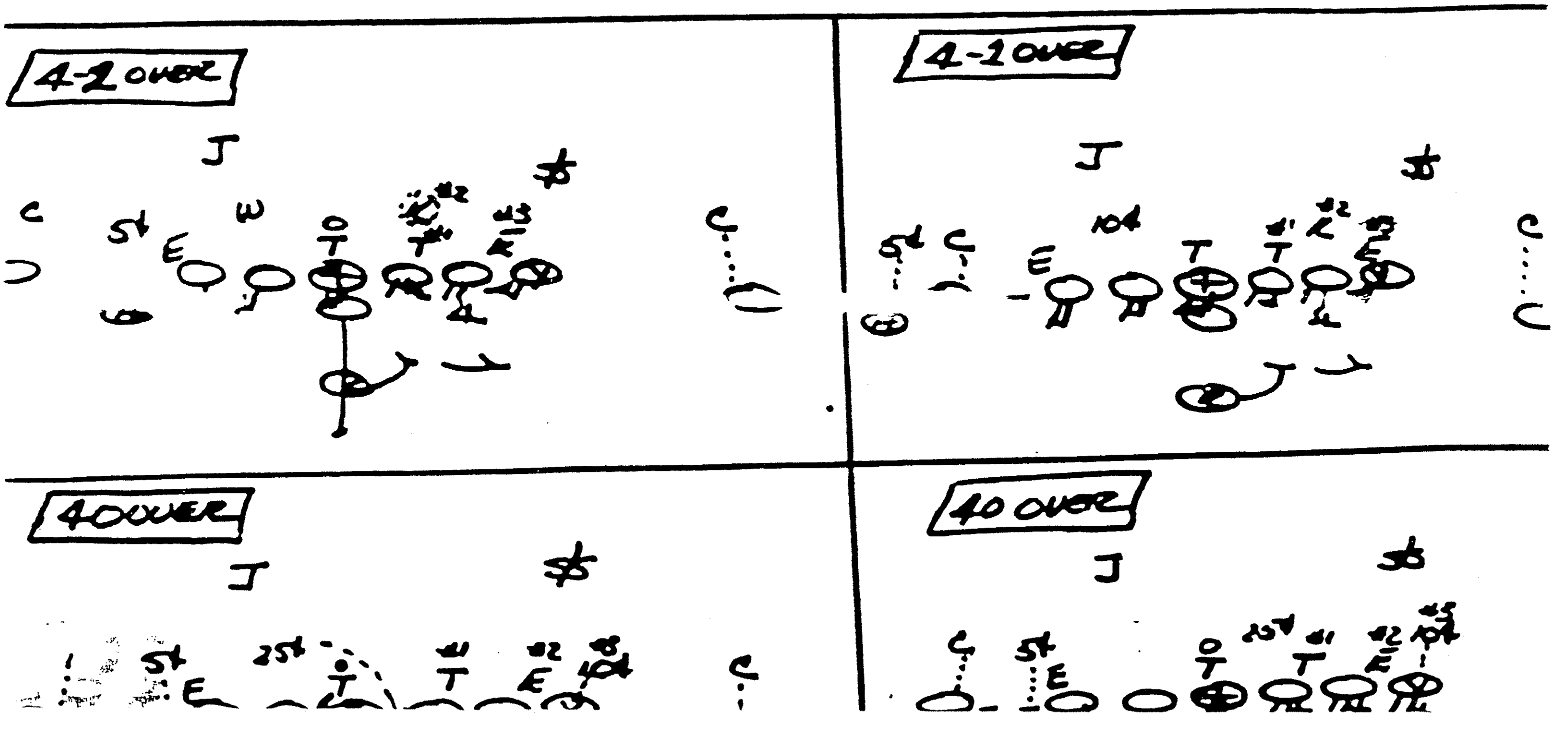
(OPTION - SINGLE DIGIT PASSING VS NICKEL; DIME; QUARTER LOOKS)

If it is a definite passing situation (2nd and long; 3rd and medium (3 to 6 yards); or [illegible] d an[illegible] 6 or more) our center will alert the offensive line to remain [illegible] a PR[illegible] [illegible]ition with a RACE HORSE CALL. Whether they have NICKEL; DIME; or QUARTER personnel in the game will not affect how we make our calls!

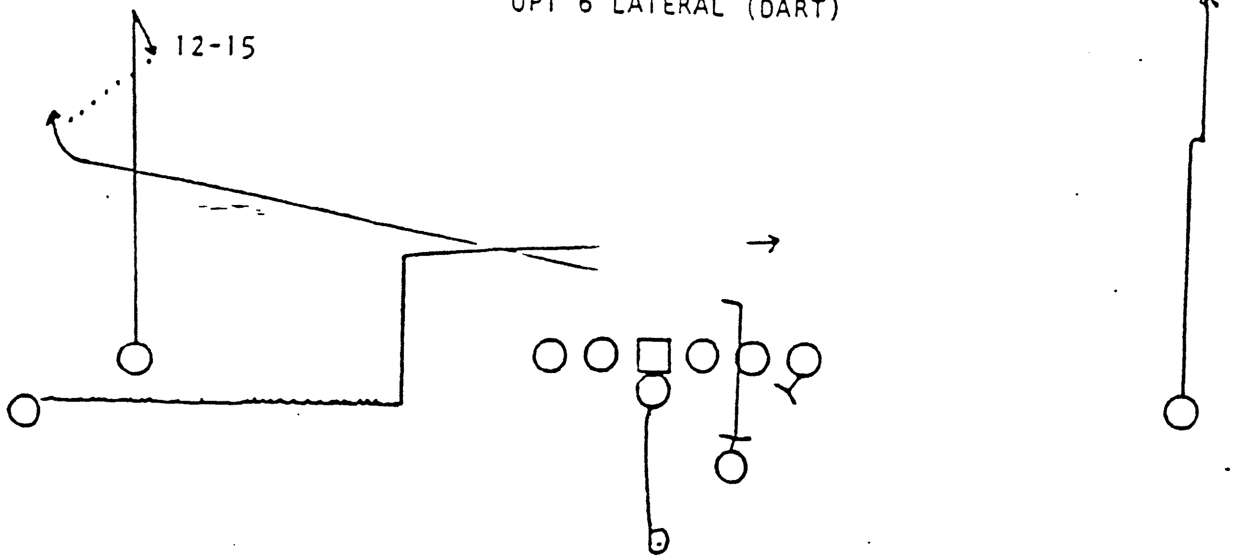
a) EVEN LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter).
CENTER - make color call to the PROTECTION CALL SIDE! * Off Tackle - #2 is defender aligned on or outside of you!

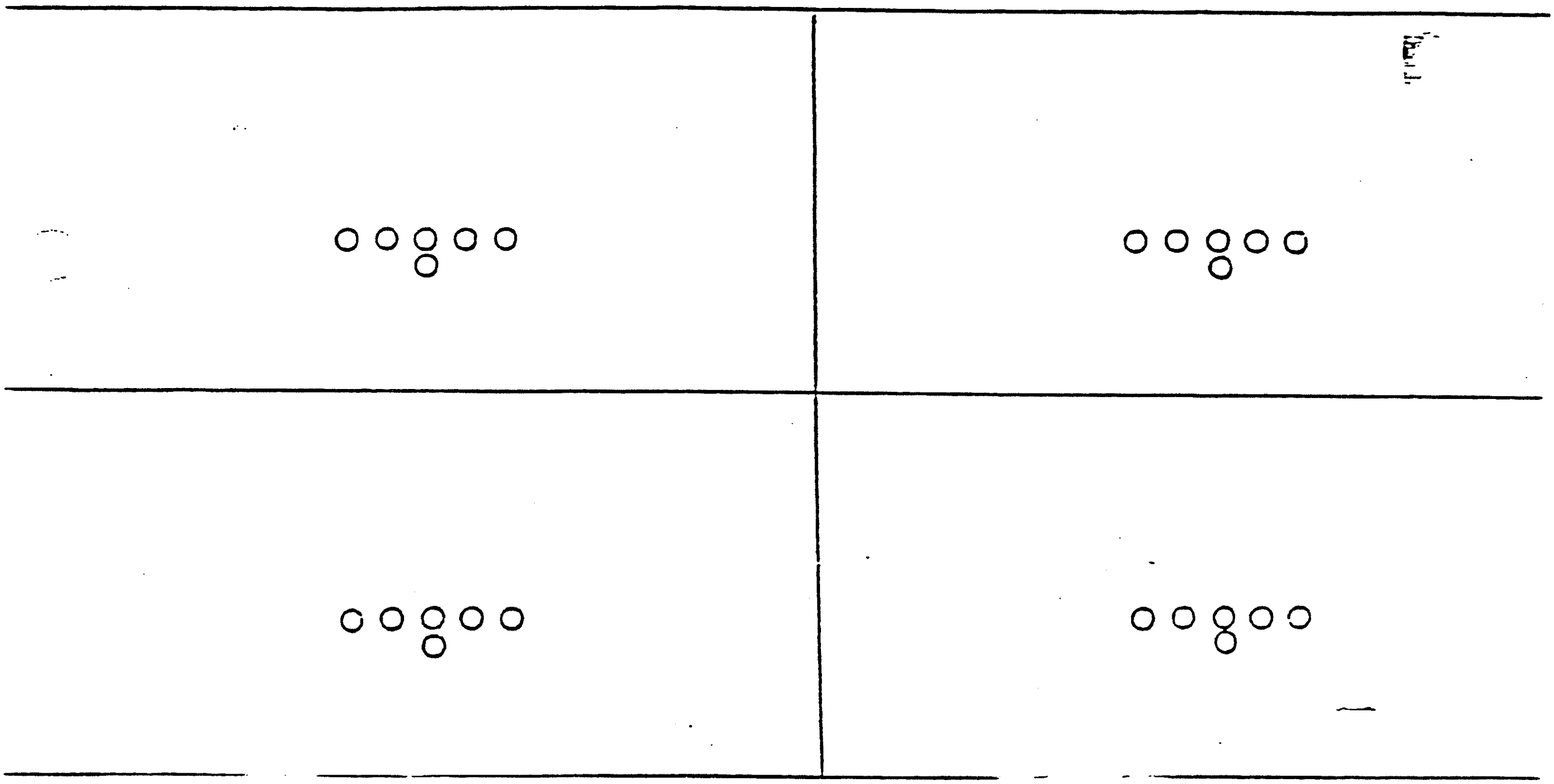


b) OVER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter).
CENTER - be alert to handle a T-T TWIST with offside guard!



OPT 6 LATERAL (DART)





KEY COACHING POINTS

QB - Weakside read, work outside/in deep to short, regardless of coverage; Z only press no deep help. Responsible with X for W/S blitz; responsible with Z for S/S blitz.

R - Check 1st linebacker inside/out counting Mike, run over route.

W.B.(H) - over route

"Y" - block option single digit, Flat

"Z" - 9 route, fade vs. press blitz vs. S/S blitz

"X" - blitz adjustment vs. W/S blitz 6 route

PROTECTION

Option (Single Digit)

FORMATIONS

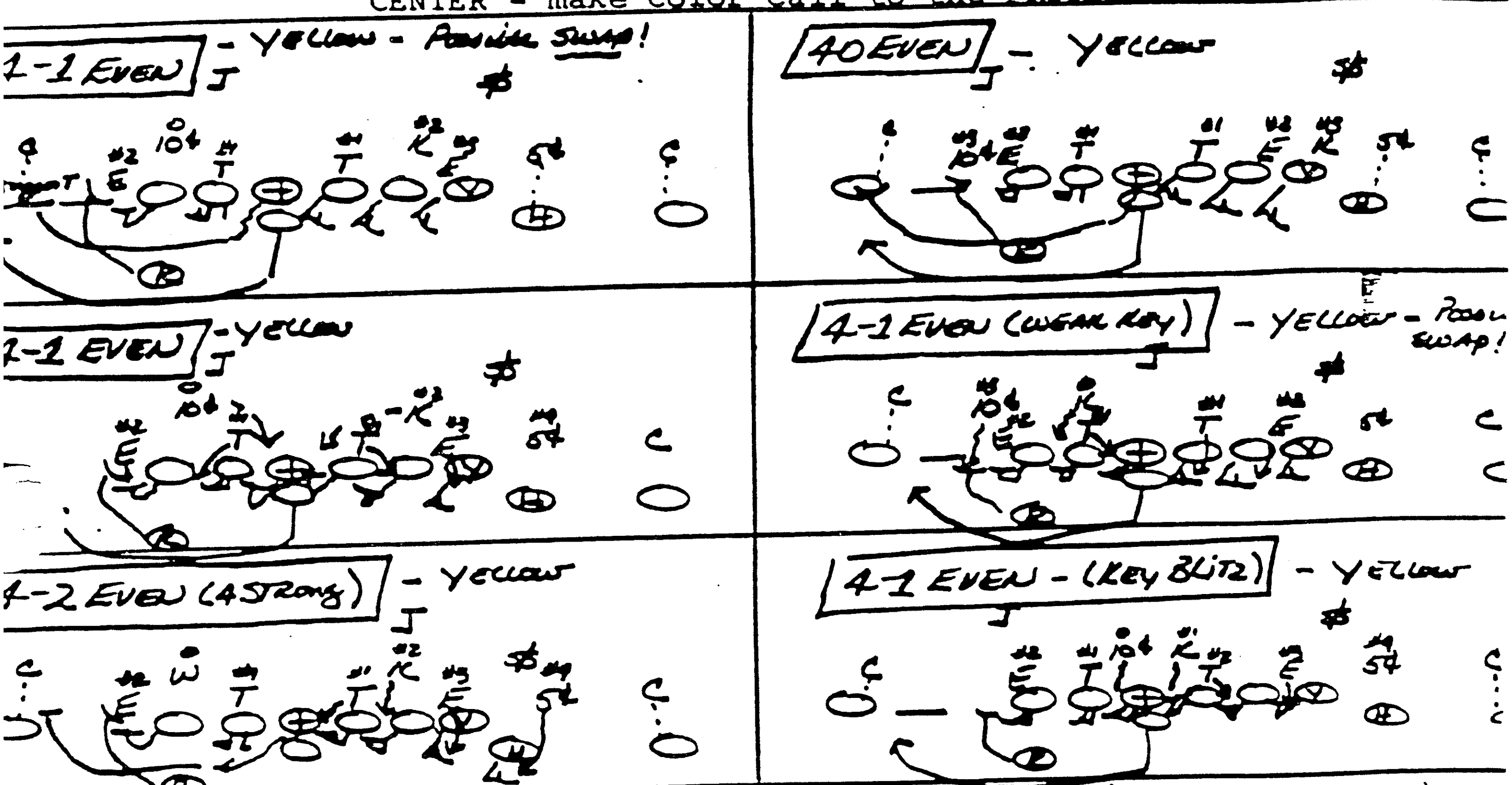
Dart
Spread
Trips Whiz
Spread Fake Motion
Spread Zoom

SPECIAL SITUATIONS - 3RD AND MEDIUM TO LONG

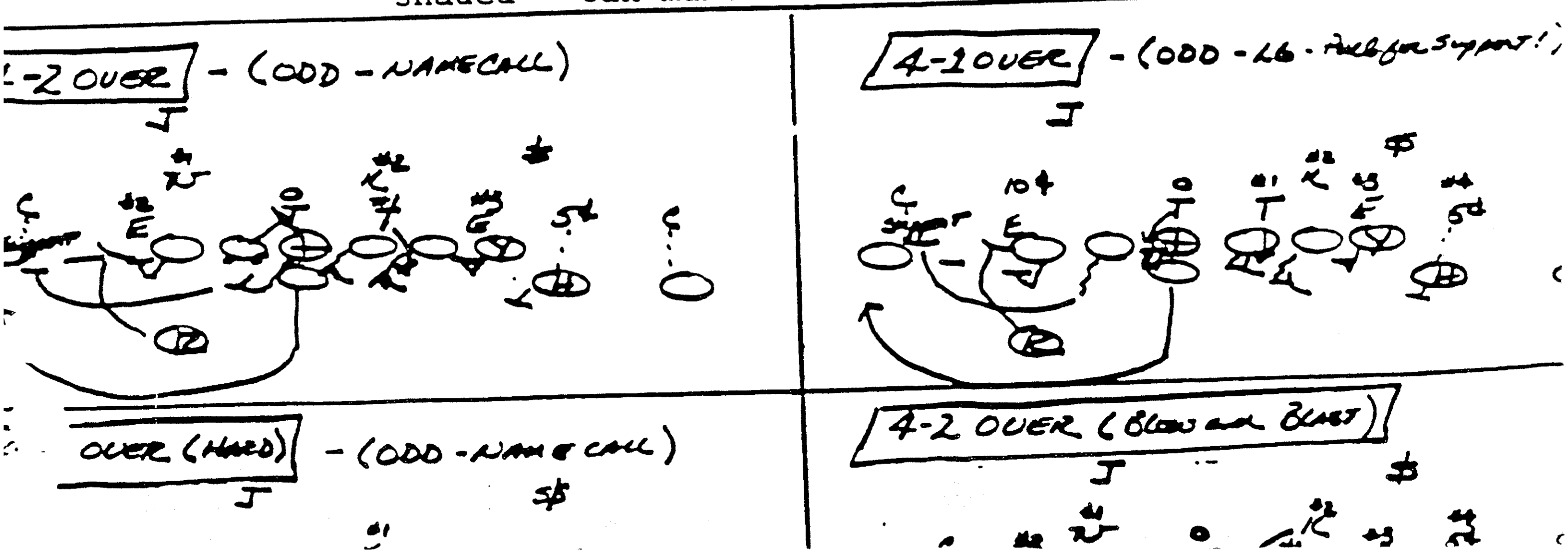
(SPRINT PROTECTION VS NICKEL; DIME; QUARTER LOOKS)

In a definite passing situation (2nd and long or 3rd and medium or long) our center will alert the offensive line to remain in a PRE-SET position with a RACE HORSE CALL. W[...] they have Nickel; Dime; or Quarter Personnel in the game will [...] affect how we make our calls!

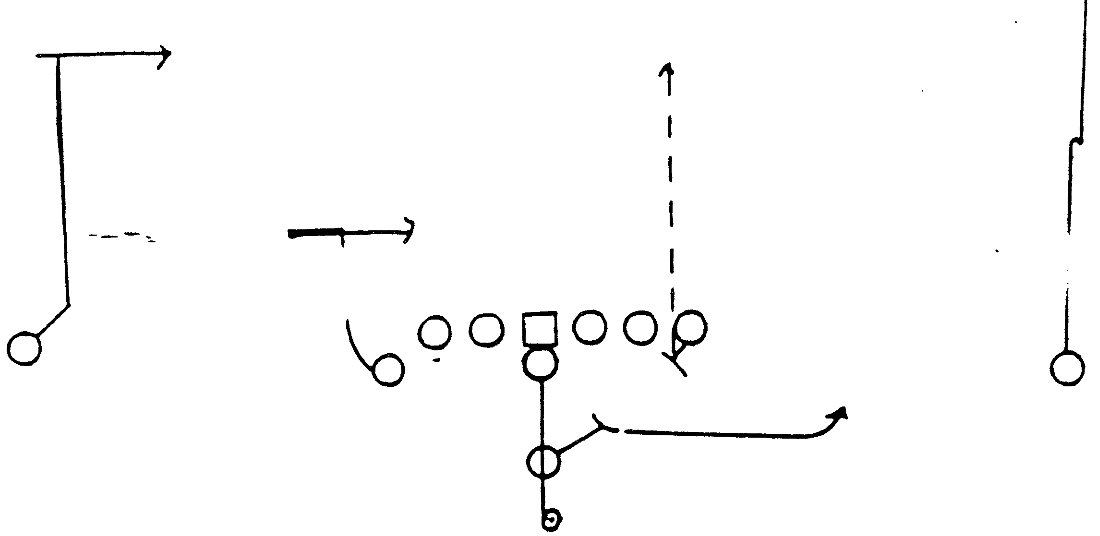
a) EVEN LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; or Quarter)
CENTER - make color call to the PROTECTION CALL SIDE!



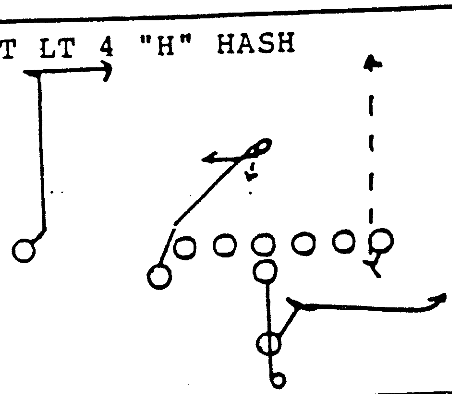
b) OVER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter).
CENTER - make an ODD CALL - if defender on you is shaded - can make a NAME CALL to the ONSIDE GUARD!

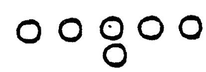


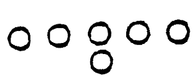
OPT LEFT 4 "H" DELAY (SPREAD)

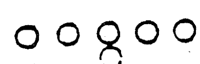


OPT LT 4 "H" HASH









KEY COACHING POINTS

QB = Weakside read; work outside/in deep to short, and throw off underneath coverage; responsible with X for W/S. Responsible with Z for S/S.

S.B.(R) = 1st linebacker inside/out including Mike; run swing.

W.B.(H) = Free release run delay

Y = Check #3 run 9

X = 4 Route at 15 yards

Z = 9 Route

PROTECTION

Option Triple

FORMATIONS

Spread
Spread Fake Motion
Trips Whiz
Dart

PASSING GAME

PROTECTION:

OPTION PROTECTION (Single Digit)

RULES - TECHNIQUES - COACHING POINTS:

NOTE: The onside in this protection is the protection call side Example: OPTION RIGHT or OPTION LEFT. It is important that the OFFSIDE TACKLE listens for the Single Digit Call as it affects your rule. Example: OPTION LEFT - 3 H HIDE!

C - ONSIDE GAP - ONSIDE LINEBACKER - SLIDE TOWARDS THE CALLSIDE. (DROPBACK TECHNIQUE - SLIDE BLOCKING SCHEME). If covered by a down lineman, take a 2 to 3 inch pivot step with your offside foot - PUNCH AND PIVOT and slide towards the call side. If defender starts to rush thru your onside shoulder or gap - lock-up and drive as hard as possible working to get square.

ON G - FIRST MAN ON LOS - FAN - (DROPBACK TECHNIQUE - SLIDE BLOCKING SCHEME). If covered by a down lineman - set for his outside number - if he rushes thru your "nose" to your outside eye or shoulder-block him all the way. If he rushes thru your inside eye or shoulder-PUNCH & PASS him to the center. If he is aligned inside eye or shoulder (1 TECH) take a 2-3 inch pivot step with your offside foot (inside)--PUNCH & PIVOT and slide towards the call side. If covered a linebacker, the 1st man on LOS is aligned on the tackle - set for a a wide-rush defender.

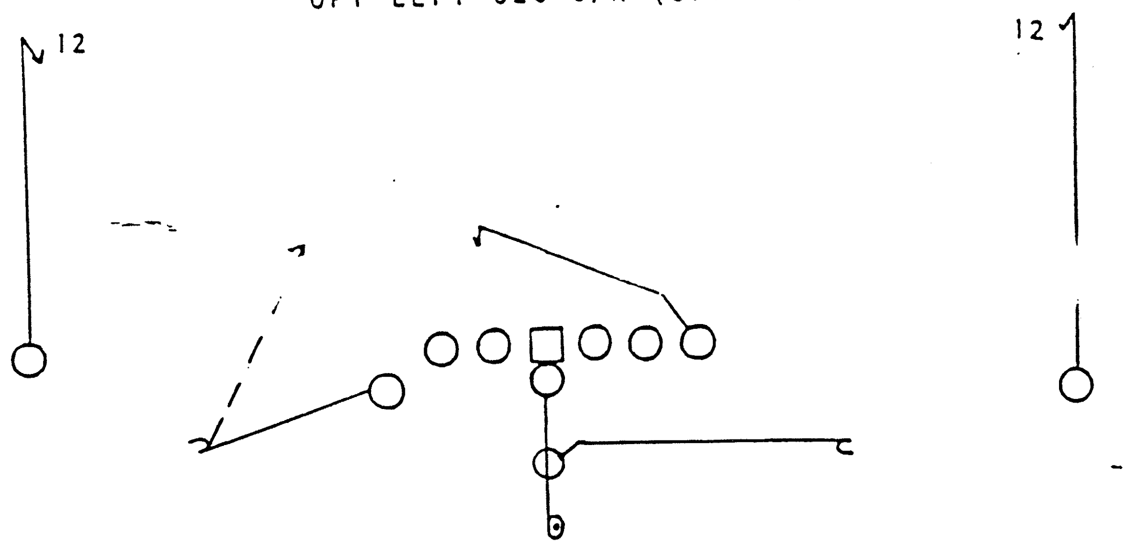
ON T - SECOND MAN ON LOS - FAN - (DROPBACK TECHNIQUE - SLIDE BLOCKING SCHEME). If covered by a down lineman and defender outside set for the widest defender on LOS. If defender aligned on you rushes thru your outside eye or shoulder - lock on and block him all the way. If defender rushes inside of you - block the next man from outside or next defender coming into your area.

OFF G - MAN BLOCKING - #1 - If #1 is a linebacker - slide aggressively towards the NOSE/TACKLE (Punch his socks off). Step with your near foot towards the hip of the nose/tackle - if the hip goes away throttle down and get under control with a base - look for a blitz or twist coming into your area from the call side. If #1 is a down linemen - proper set - DROPBACK PROTECTION TECHNIQUE - Take him on or near the LOS

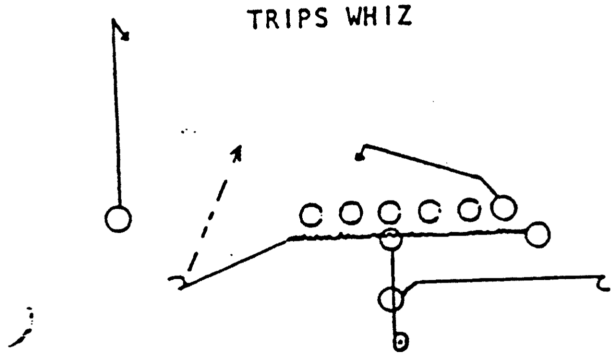
CALLS TO BE ALERT FOR:

a) SLIDE IT - If covered by a down lineman and tackle makes a SLIDE IT CALL - Take a 2 to 3 inch pivot step with your offside foot - PUNCH AND PIVOT and slide towards the call side. If defender starts to rush thru your onside shoulder or gap - lock-up and drive as hard as possible to get square.

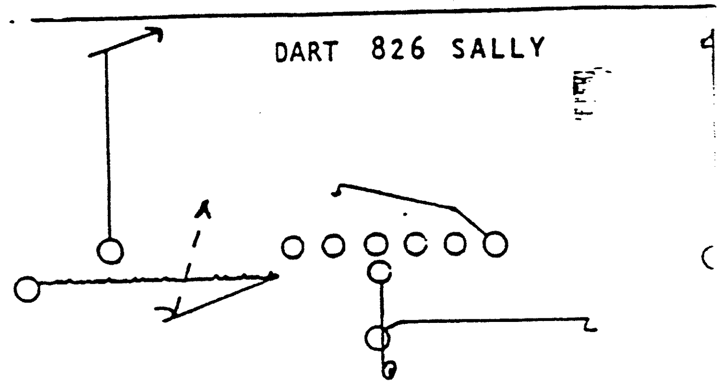
OPT LEFT 626 S/R (SPREAD)



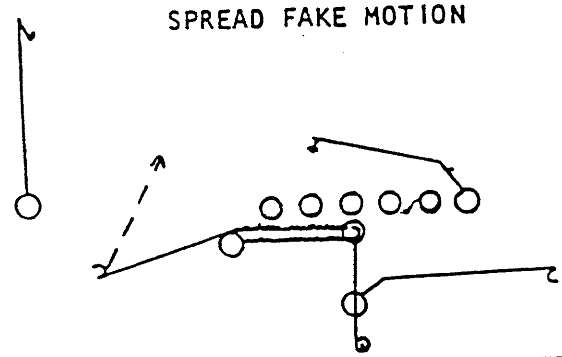
TRIPS WHIZ



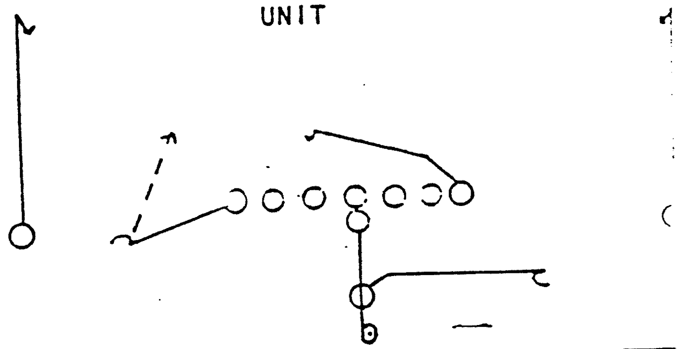
DART 826 SALLY



SPREAD FAKE MOTION



UNIT



KEY COACHING POINTS

QB = Read weakside deep to short outside/in; throw off underneath coverage. No underneath coverage work downfield; responsible with X for W/S.

R = Dual Ck Mike/Sam, N/T run Rose/Sally
H = Go to point 5 yards deep on number, runaway vs. man
X & Z = (6) Fade vs. press or roll wide split
Y = Set down in open area (adjusted #2) vs. man pivot

PROTECTION

Option

FORMATIONS

Spread (Fly)
Trips Whiz
Dart
Spread Fake Mot
Unit

ON G MAN BLOCKING - #1 -(DROP BACK PROTECTION TECHNIQUE). Same as DASH PROTECTION!

CALLS TO BE ALERT FOR:

a) EVEN CALL - Set onside to block #1 - unless he is aligned in a loose 3 technique. Be prepared to handle a T-T TWIST. Same as DASH PROTECTION!

b) SWAP CALL - Your call - in conjunction with an ORANGE or YELLOW CALL by center- AREA BLOCKING with center! Same as DASH PROTECTION!

c) NAME CALL - Center calls your name - explode inside to block the nose/tackle. Step with your near foot towards the hip of the nose/tackle - if the hip goes away, throttle down and get under control! Same as DASH PROTECTION!

d) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING - ROCK-IT - slide right; LOAD-IT - slide left! Open out and slightly back off your set - block any defender that rushes into your "AREA". Same as DASH PROTECTION!

ON T MAN BLOCKING - #2 - (DROP BACK PROTECTION TECHNIQUE). If #2 is a linebacker - set back and slide towards the defensive end. As you set, "eyeball" the linebacker - if he drops try to meet the defensive end square. When you feel the "R-Back" make contact - step around this block and look for the scrape-off linebacker.

CALLS TO BE ALERT FOR:

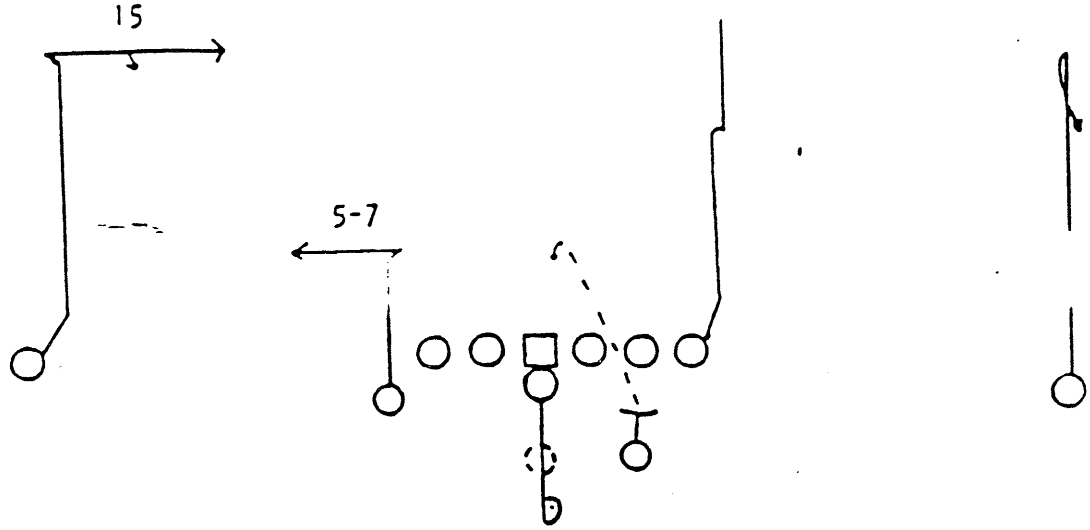
a) ORANGE or YELLOW CALL - Color call your side - disregard the first linebacker in your counting as he is "0". Set to block #2 - who will usually be the defensive end! Same as DASH PROTECTION!

b) ODD-SOLID CALL - An alert to you that the first line-backer or blitzer your side is #2. If the linebacker or blitzer your side is #2 and he is aligned inside of you - explode back off LOS using an inside set - eyeball the linebacker - i[illegible] - help on the defensive end or pick up the TRASH onside!

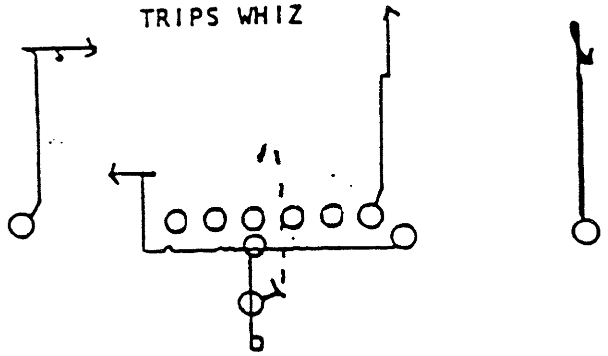
c) ROCK-IT or LOAD-IT - Set to block the defensive end while "eyeballing" linebacker aligned on or outside of you.

OFF G MAN BLOCKING - #1 - (DROP BACK PROTECTION TECHNIQUE). If #1 is a linebacker - set back approximately 1 to 1½ yards deep - use an onside set as if to SWING-THE-GATE. Same as DASH PROTECTION!

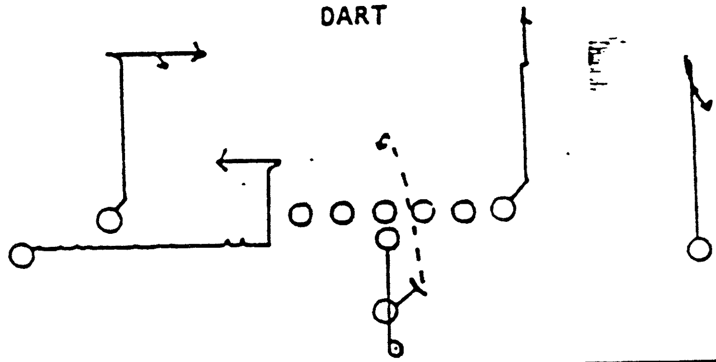
OPT LEFT 495 LUCKY(RICKY)(SPREAD)

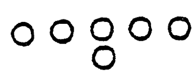


TRIPS WHIZ



DART







KEY COACHING POINTS

QB = Weakside read, stay weak unless W/S takes away the 4 route; read deep to short throw off underneath coverage. W/S weak work strong. Responsible with X for W/S.

PROTECTION

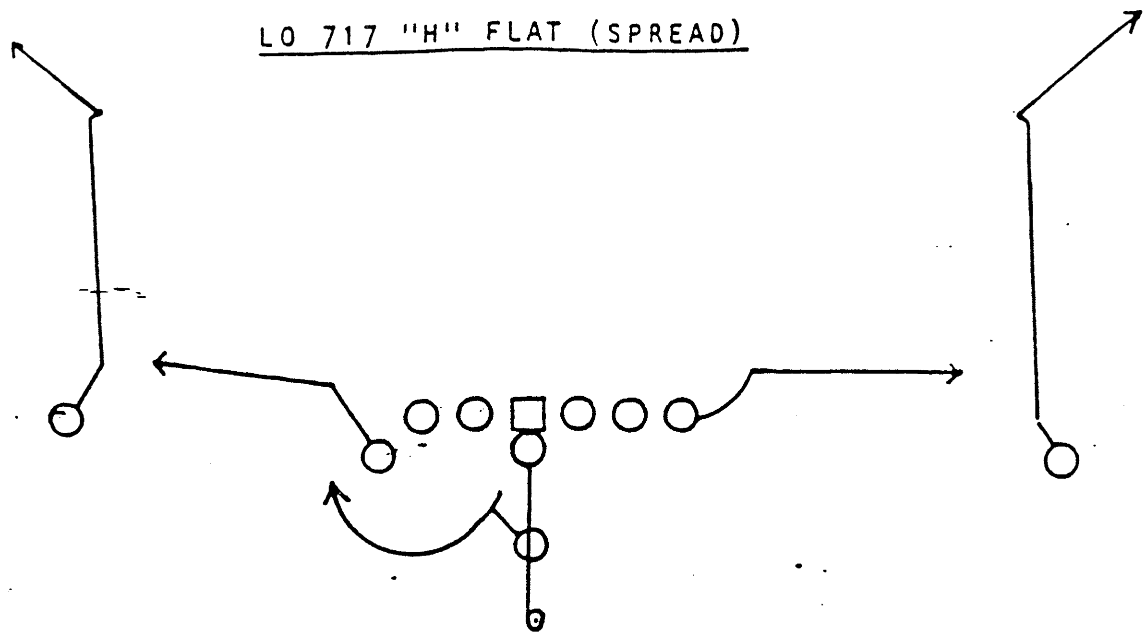
Option Triple Digit

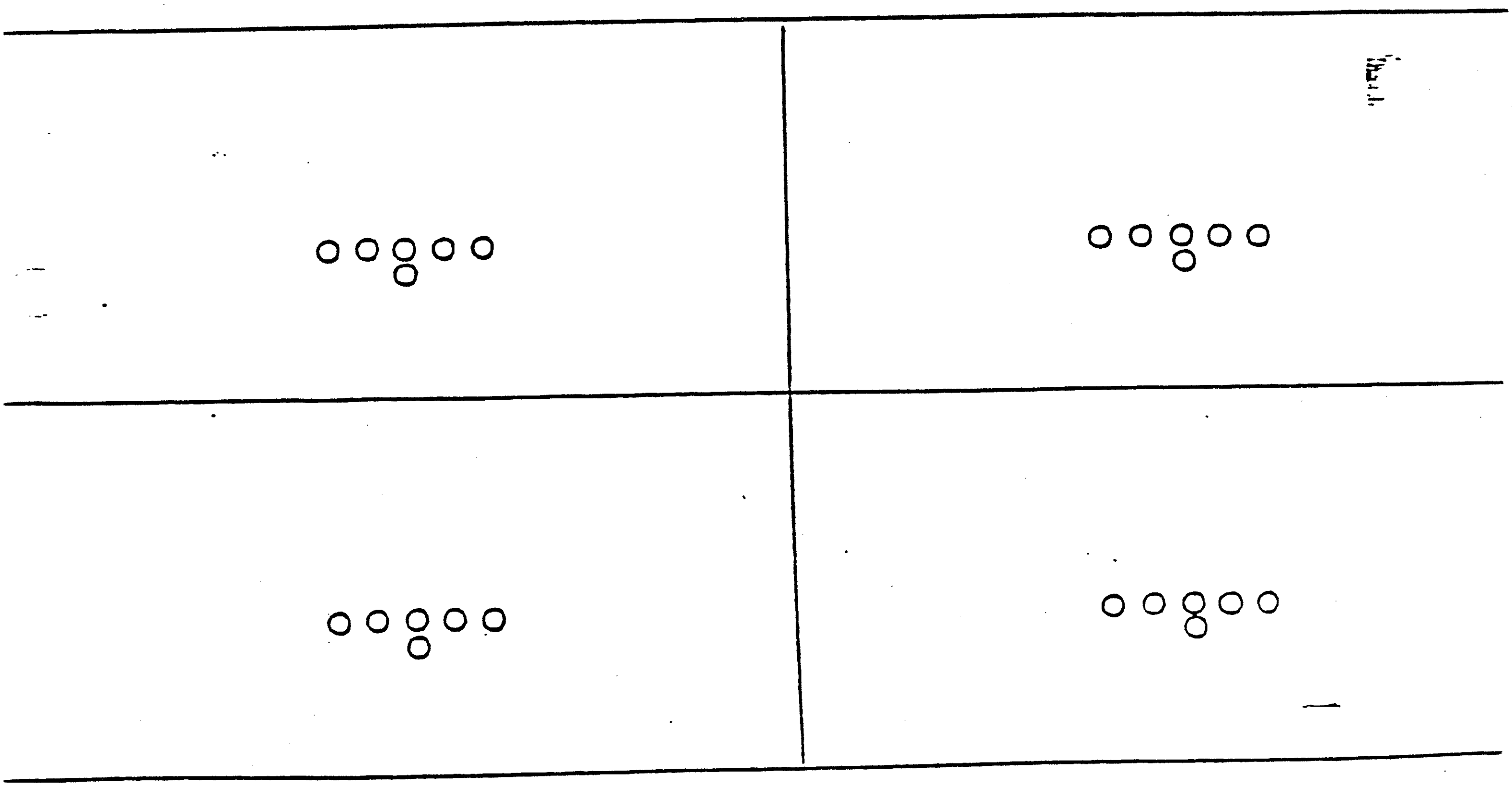
FORMATIONS:

Same as 3 "H" Hide

'R)= Dual Prot. S/S Mike/Sam - N/T run Ck. down
(H)= Width
Y = 9 Route (alert for S/S blitz)
X = 4 Route , Adjust W/S Blitz

LO 717 "H" FLAT (SPREAD)





KEY COACHING POINTS

QB - Coverage read, MOF closed throw away from rotation work outside/in deep to short, throw off underneath coverage. MOF open can work either side, deep to short outside/in; responsible with X for W/S. Responsible with Y for strong blitz.

S.B.(R)-1st linebacker inside out not counting Mike, Loop.

W.B.(H)-Free release, Flat

"Y" -1 Route

PROTECTION

Hi/Lo Triple

FORMATIONS

Spread
Trips Whiz
Dart
Spread Fake Motion

TABLE OF CONTENTS

(SCAT PASSING)

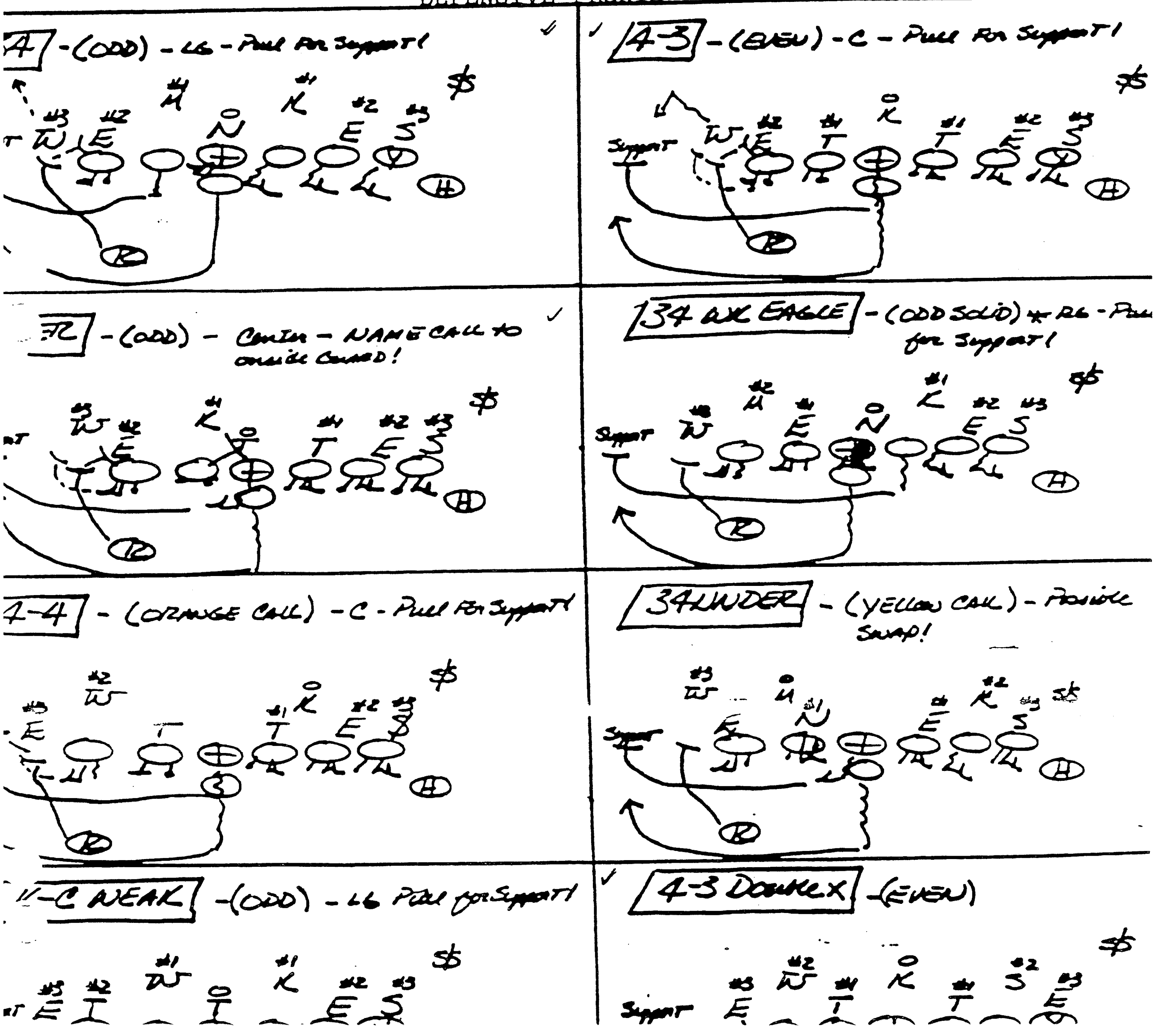
PASSING GAME

PROTECTION:

SPRINT PROTECTION

"SPRINT" is DROP ROLL protection to the OPEN END side of the formation. It is similar to DASH in that the Quarterback will drop back 5 steps and then roll towards the protection call side. Our "R-BACK" will have a DUAL READ - if the outside linebacker drops he will wipe-off the defensive end.

DEFENSIVE FRONTS - 1986

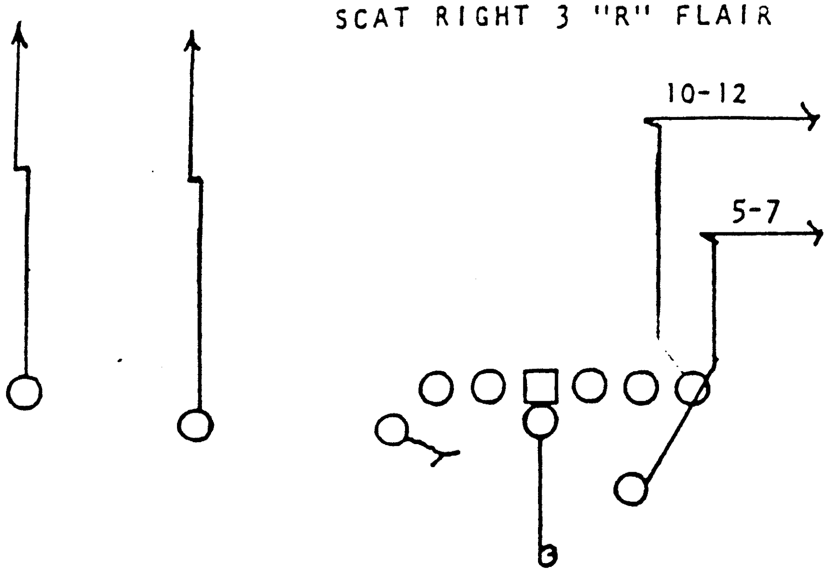


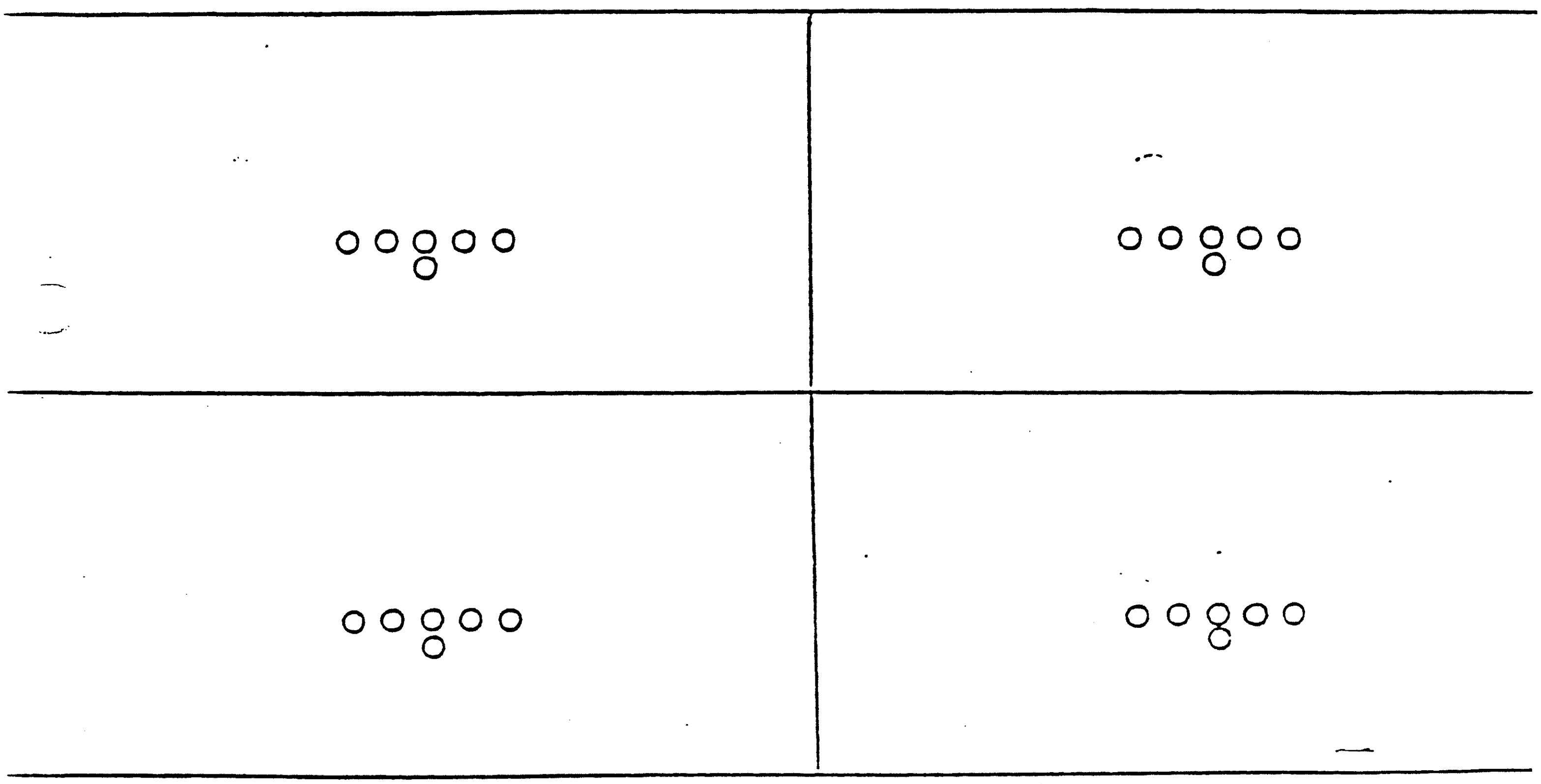
PASS OFFENSE

SCATS

66 S/R
864 Wide
854 "H" Choice
835 "H" Delay
989 Over
787 Wide
787 Pump
868
812
817
718 "R" Choice
399 Sideline
392 Sideline
392 Shoot
372 Sideline
382 Sideline
855 Double Delay "H" Corner
15 Up "Y" Hide
35 "H" Delay
55 Up "Y" Delay
95 "H" Hide
35 "R" Delay
95 "R" Hide
3 "H" Flair
3 "H" Delay
3 "R" Choice
7 "R" Choice
3 "R" Delay
3 "R" Flair

SCAT RIGHT 3 "R" FLAIR





[illegible]NG POINTS

QB - Coverage read, if W/S stays in middle or favors strongside work weakside deep to short; W/S goes weak work the slot combination inside/out. Responsible with Z for W/S.

S.B.(R) - flair route
W.B.(H) - scat protection
"Y" - check pop 3 route
"X" - 9 route - flash vs. double press
"Z" - 9 route blitz adjust vs. W/S blitz (middle open)

PROTECTION
Scat

FORMATIONS
1. Spread Slot
2. Trips Slot Whiz
3. Spread Slot Zoo
4. Spread Slot F. J
5. Spread Slot Zip

PASSING GAME

PROTECTION:

SCAT PROTECTION

This is a DROP BACK STYLE of pass protection that will always be run from some form of TRIPS FORMATION. TIGHT END will always be in the pattern and our "R-BACK" will have a blocking responsibility -- 1st linebacker or blitzer inside-out -- outside the center box! To handle the multiple looks we will see, our first uncovered lineman from the protection call side will have a DUAL READ responsibility. Our Quarterback will set directly behind the center-box and will use either a 5 or 7 step controlled drop.

DEFENSIVE FRONTS - 1986

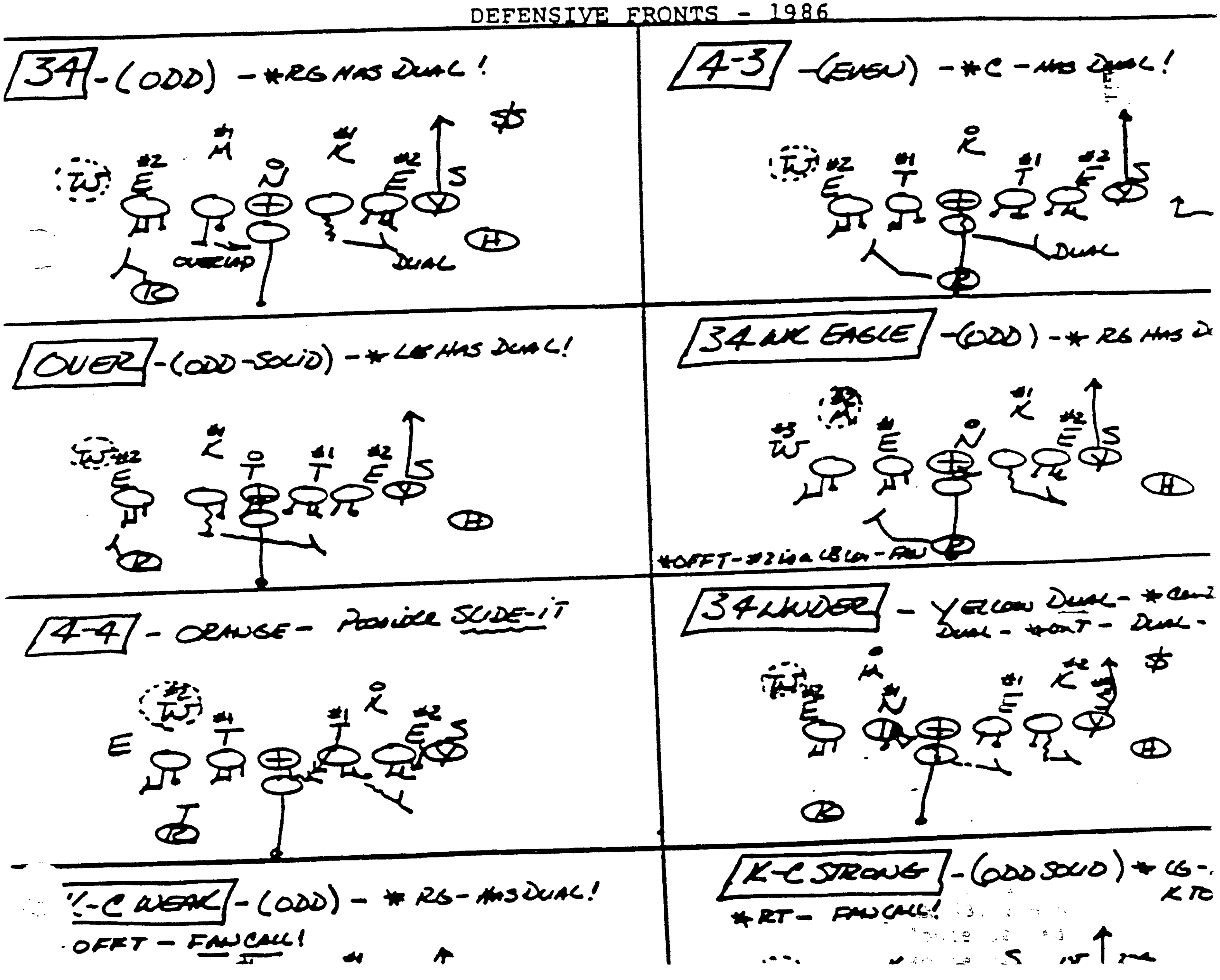


TABLE OF CONTENTS

(SPRINT PASSING)

PASSING GAME

PROTECTION:

SCAT PROTECTION

RULES - TECHNIQUES - COACHING POINTS:

NOTE: The onside in this protection is the PROTECTION CALL SIDE - Example: SCAT RIGHT or SCAT LEFT. Versus a BLITZ SITUATION "STUFF" them on or near the LOS - REASON -- QB may have to shorten his drop to either hit "Y" on a "POP" or "X" on the SIGHT ADJUSTMENT.

C MAN BLOCKING - "O" - (DROP BACK PROTECTION TECHNIQUE) - versus an Even Call - DUAL READ - linebacker over to protection call side (Mike to Sam).

CALLS TO BE ALERT FOR:

a) ODD or EVEN CALL - Your call - to determine the alignment of the defense and which onside lineman has the DUAL READ!

1) ODD - Covered by a down lineman!

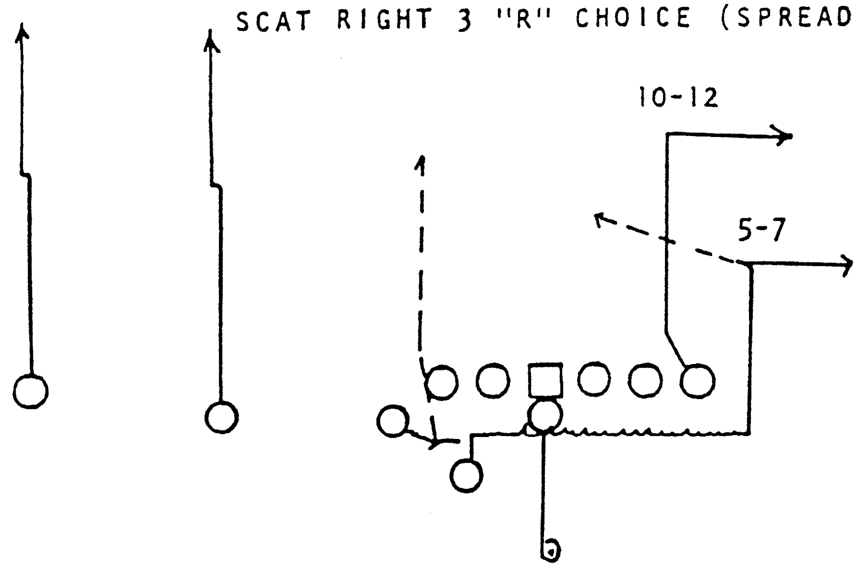
2) EVEN - Covered by a linebacker!

b) ORANGE or YELLOW CALL - Your call - when uncovered - call to determine which side you are counting "O". ORANGE - to the Right; YELLOW - to the Left! Versus - 3 DOWN LINEMEN - make color call to the side the nose/tackle aligns. Versus - 4 DOWN LINEMEN - make the color call to the side that "Mike" aligns. If the "MIKE" has been substituted for such as in 3rd down looks (NICKEL; DIME; or QUARTER LOOKS) make the call to the PROTECTION CALL SIDE!

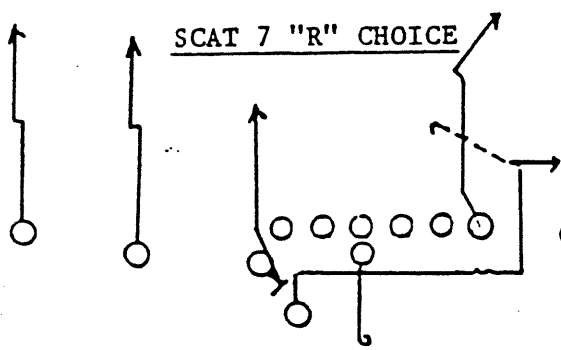
c) SLIDE-IT CALL - AREA BLOCKING - will only be called by the onside guard after an ORANGE or YELLOW CALL. Set to block the defender aligned on the onside guard - be prepared t handle a T-T TWIST - as you set, if the defender aligned on the onside guard LOOPS backside - ROCK back towards offside guard and make a SWITCH CALL!

d) ODD SOLID - Your call - if covered by a down lineman and onside guard is covered by a down lineman -- call is to alert OFFSIDE GUARD to DUAL READ - linebacker over to protection call side. NOTE: Vs a K-C STRONG (4 down linemen) and onside tackle makes a FAN CALL - make an ODD SOLID CALL to alert off-guard to DUAL!

SCAT RIGHT 3 "R" CHOICE (SPREAD SLOT REX)

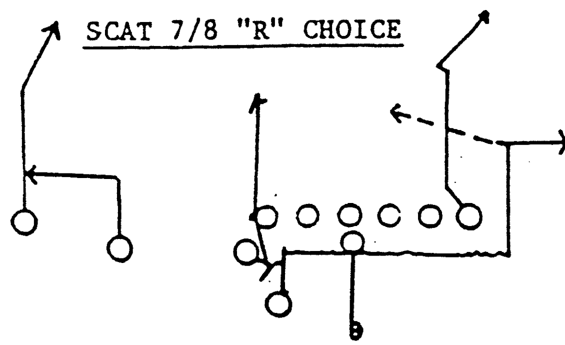


SCAT 7 "R" CHOICE

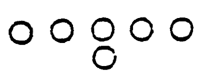


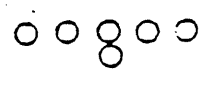
QB - 7 step controlled

SCAT 7/8 "R" CHOICE



QB - 7 s... con...





KEY COACHING POINTS

PROTECTION
Scat

FORMATION
Spread Slot Rex

QB - Coverage read, if W/S stays in middle or favors strongside work weakside deep to short; W/S goes weak work the slot combination inside/out. Responsible with Z for W/S.

W.B.(R) - Run R Choice; read coverage
S.B.(H) - 1st LB'er inside out not counting Mike,
- run up, Dual check
"Y" - Check pop run route (3)
... double press, flash & fade

ON G MAN BLOCKING - #1 -(DROP BACK PROTECTION TECHNIQUE). If #1 is a linebacker - explode back approximately 1 to 1½ yards deep - check your linebacker - be prepared to help on anything that shows inside. If #1 is a down lineman - take proper set - take him on the LOS!

CALLS TO BE ALERT FOR:

a) EVEN CALL - Set inside to block #1 - unless he is aligned in a loose 3 technique. Be prepared to handle a T-T TWIST - as you set, if the defender aligned on you LOOPS backside - keep sliding flat to the onside and make a SWITCH CALL to offside guard and switch off!

b) SWAP CALL - Your call - in conjunction with an ORANGE or YELLOW call by center - AREA BLOCKING with center! If the call is your side and #1 is aligned onside eye or shoulder (1 TECHNIQUE) or if the linebacker or 1st blitzer is threatening the 3 gap - make SWAP CALL - open out and slightly back on your set - block any defender rushing into YOUR AREA - no one coming into your area - over lap back inside towards the center-box!

c) ROCK-IT or LOAD-IT - 3 MAN SLIDE between center and both guards - AREA BLOCKING. ROCK-IT - slide right; LOAD-IT - slide left! Open out to the side of the call - block any defender that rushes into YOUR AREA!

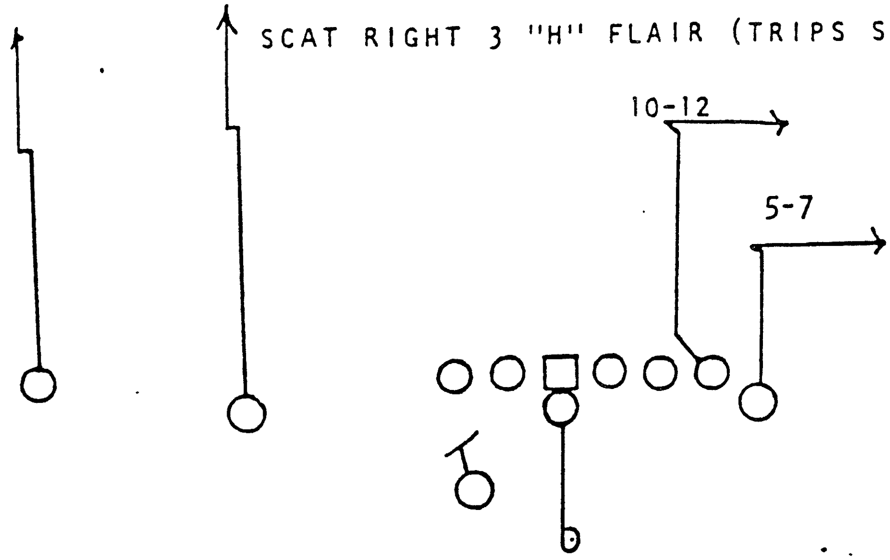
d) SWOOP CALL - Can be your call - if covered by a down lineman and another defender is in a BLITZ POSITION in the center-guard gap (1 GAP) - set inside using a lateral set and block any defender rushing thru the 1 GAP AREA! Never make a SWOOP CALL with a COLOR CALL or ROCK-IT or LOAD-IT CALL to your side!

ON T MAN BLOCKING - #2 - (DROP BACK PROTECTION TECHNIQUE). If #2 is a linebacker - explode back - using an onside set approximately 1 to 1½ yards deep - check your linebacker-- if he drops slide out to help your TIGHT END with #3! If #2 is a down lineman - use inside set - AREA BLOCK with Tight End on any SOX or SEX STUNT! NOTE: All T-E TWISTS we pick up MAN and all E-T TWISTS are zoned off with the guard!

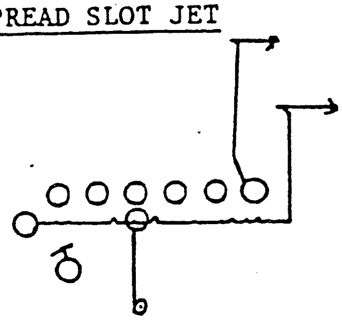
CALLS TO BE ALERT FOR:

a) SWOOP CALL - Can be your call - if covered by a down lineman and another defender is in a BLITZ POSITION in the guard-tackle gap (3 GAP) - set inside using a lateral set and block any defender rushing thru the 3 GAP AREA! Always be alert for a COLOR CALL (Orange or Yellow) or a Rock-It or Load-It Call - this will tell you if you need to make a SWOOP CALL! NEVER make

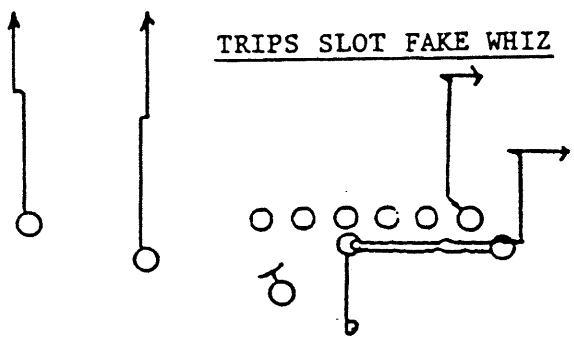
SCAT RIGHT 3 "H" FLAIR (TRIPS SLOT)



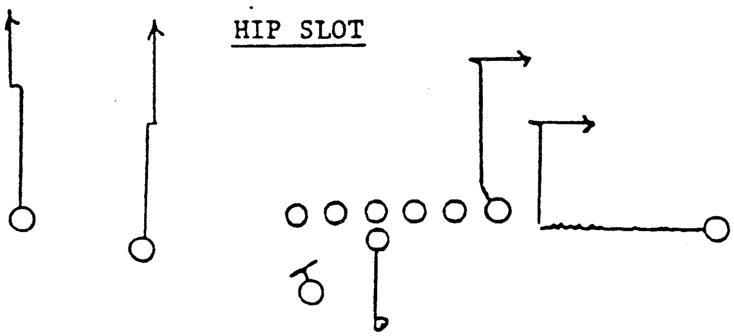
SPREAD SLOT JET



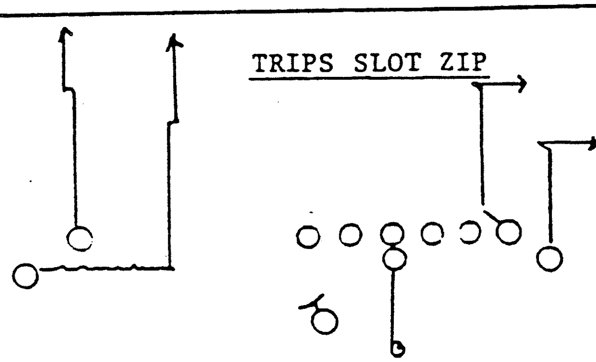
TRIPS SLOT FAKE WHIZ



HIP SLOT



TRIPS SLOT ZIP



KEY COACHING POINTS

QB - Coverage read, if W/S stays in middle or favors strong, work weakside deep to short; W/S goes weakside work the slot combinations inside/out. Responsible with Z for W/S.

2.(R) – Search, Max. Prot; 5¢ check. LB'er to def. on slot.

3.(H) - Flair at 5 to 7

"Y" - Check Pop run route

PROTECTION

Scat

FORMATIONS

1. Trips Slot
2. Spread Slo
3. Trips Slot
4. Trips Slot
5. Trips Slot
6. Trips Slot

b) JOKER CALL - Your call - in conjunction with a SLIDE-IT CALL. If there is a wide rush end and another defender aligned outside on LOS, make a JOKER CALL to the guard and set to block the WIDE RUSH END all the

c) SLIDE RT or SLIDE LT - 4 MAN SLIDE from offside guard to onside tackle-AREA BLOCKING. Set to bl[illegible] the defensive end - if he loops inside look to bloc[illegible] [illegible]dest rusher-- if no wide rusher - overlap back insi[illegible]

d) FAN CALL - Your call - if covered by a down lineman and rush-end aligned on tight end (K-C LOOK) - make FAN CALL - set accordingly to block the wide-rush end!

OFF G

MAN BLOCKING - #1. -(DROP BACK PROTECTION TECHNIQUE) - odd call - set approximately 1 to 1½ yards deep toward the protection call side (OVER LAP TECHNIQUE) - read the linebacker -- if he drops - look to help the center or pick up the TRASH. NOTE: If covered by a down lineman and linebacker walks up or threatens the center-guard gap (1 GAP) - set inside and block the linebacker.

CALLS TO BE ALERT FOR:

a) ODD-SOLID - Center is telling you to DUAL READ (Mike to Sam). If linebacker slides towards protection call side or stacks over the center - make SWITCH CALL to center - set accordingly and block the defender aligned on center (NOSE/TACKLE).

b) SLIDE RT or SLIDE LT - 4 MAN SLIDE from offside guard to onside tackle-AREA BLOCKING. SLIDE RT-means to slide ri[illegible] SLIDE LT-means to slide left! Use a lateral set to block the defender aligned on the center. If his hip goes awa[illegible] be alert for someone twisting or blitzing back into your area!

c) FAN CALL - If offside tackle makes FAN CALL - set to block the defender aligned on the tackle. Use a WIDE RUSH SET!

OFF T

MAN BLOCKING - #2 -(DROP BACK PROTECTION TECHNIQUE) - NOTE: If #2 is a linebacker - FAN - 2nd man on LOS or the next defender to o[illegible]ide. (34 Weak Eagle or Under Look)

CALLS TO BE ALERT FOR:

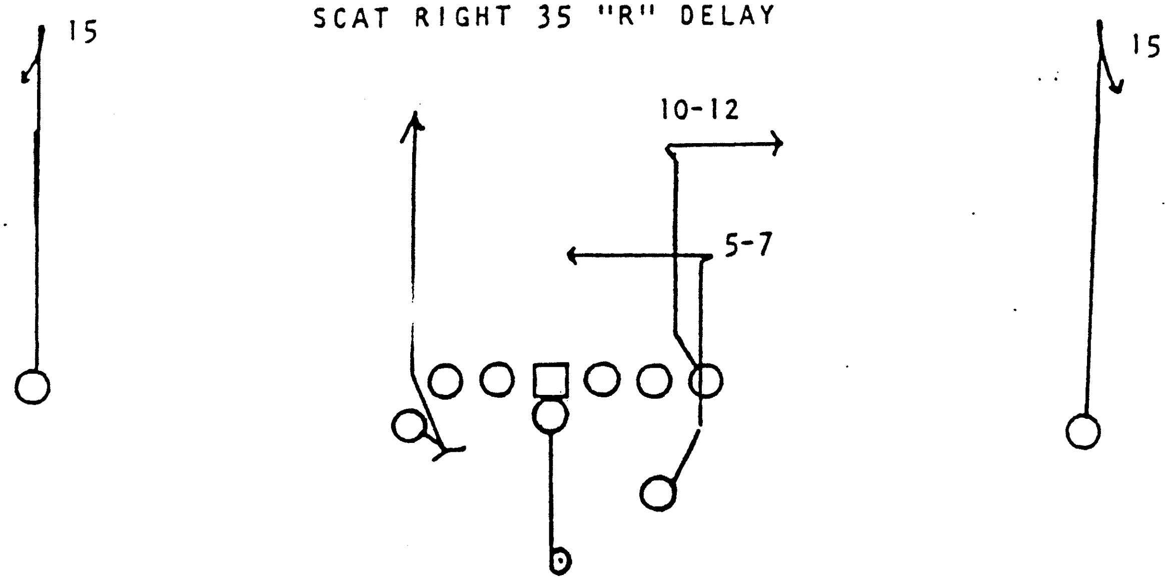
a) FAN CALL - Your call - if covered by a down lineman and rush-end aligned outside (K-C LOOK) - Make FAN CALL - set accordingly to block the wide-rush end!

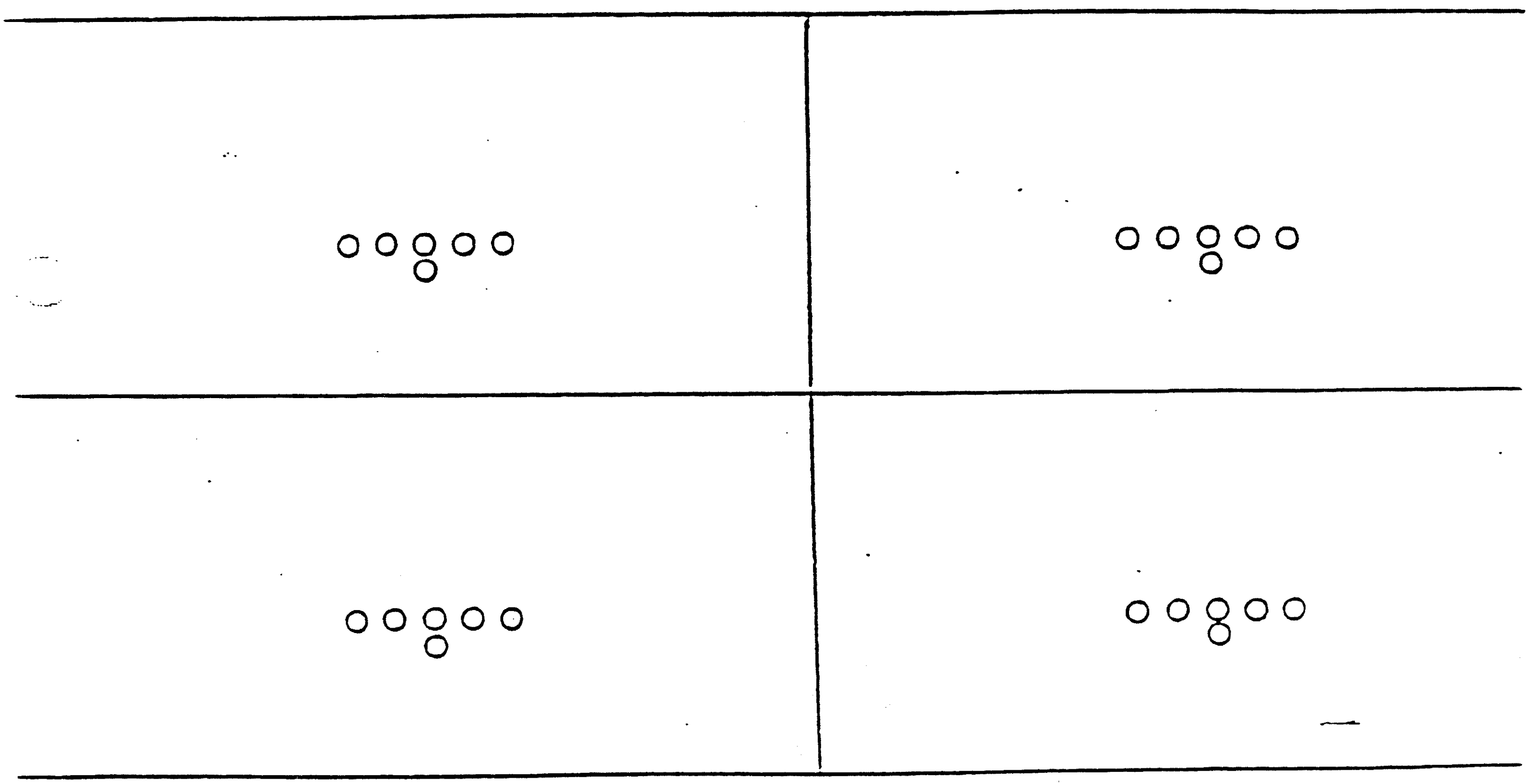
"Y"

Run Pattern Called!

-2

SCAT RIGHT 35 "R" DELAY





KEY COACHING POINTS

QB -Strongside progression, MOF closed read outside/in throw off underneath coverage; MOF open work inside/out off underneath coverage. Responsible with X for W/S.

S.B.(R) - delay
W.B.(H) - Scat Protection Clear

PROTECTION
Scat

FORMATIONS
1. Spread
2. Spread Fly
3. Spread Zoom
4. Trips Whiz
5. Dart

"R-BACK" This is a man protection scheme and "R" is responsible for the first "Blitzer" from inside-out, not counting the "Mike" linebacker. If your man does not rush the passer, scan from inside-out for any free (unblocked) opponent and block them. After checking your primary and secondary protection responsibilities, proceed with your pass pattern (if called) responsibility. Example: Vs. a normal 4-3 front: "R" is responsible for the weakside linebacker. Vs. a normal 3-4 front, "R" is responsible for teb weakside linebacker. <u>NOTE:</u> We designate both inside linebackers in a 3-4 front as "Mike".

a) <u>OVERLOAD</u> - If your protection responsibility vacates his position and goes over to the strongside of the formation, you must go across and block the first blitzer outside of the offensive tackle. If your responsibility vacates his position and takes up a coverage position in the secondary, you are free to proceed with your pass pattern.

b) <u>ROCK-IT/LOAD-IT</u> - A call made by the center alerting the back to take the first blitzer from the "guard area" to the outside.

c) <u>ROBERT/LARRY</u> - When coordinated with an Orange or Yellow (Orange = Robert and Yellow = Larry), the "R" will block the "second" blitzer from inside-out.

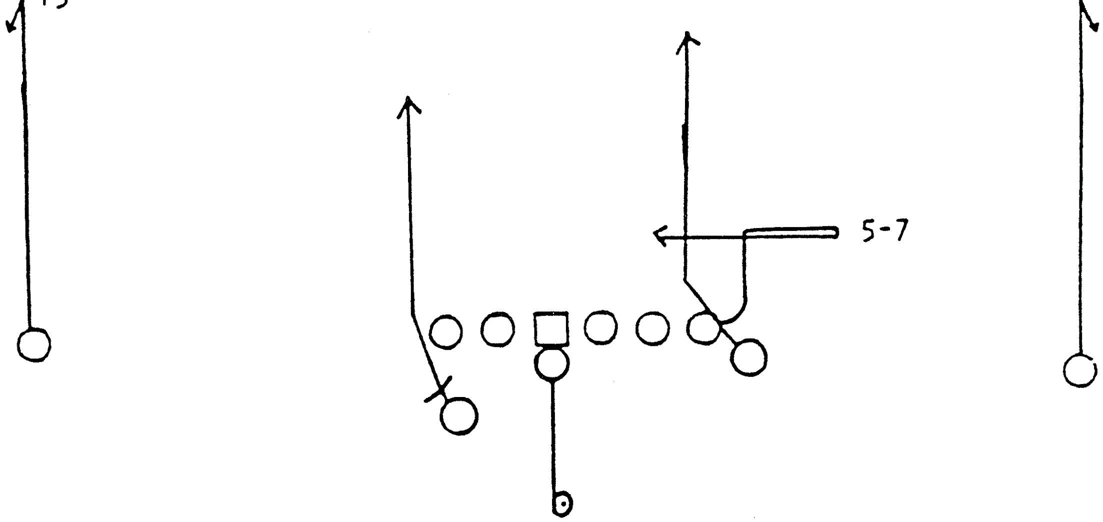
If the center's orange or yellow call isn't coordinated with the huddle call (Robert/Larry), "R" will be responsible for his normal protection rules.

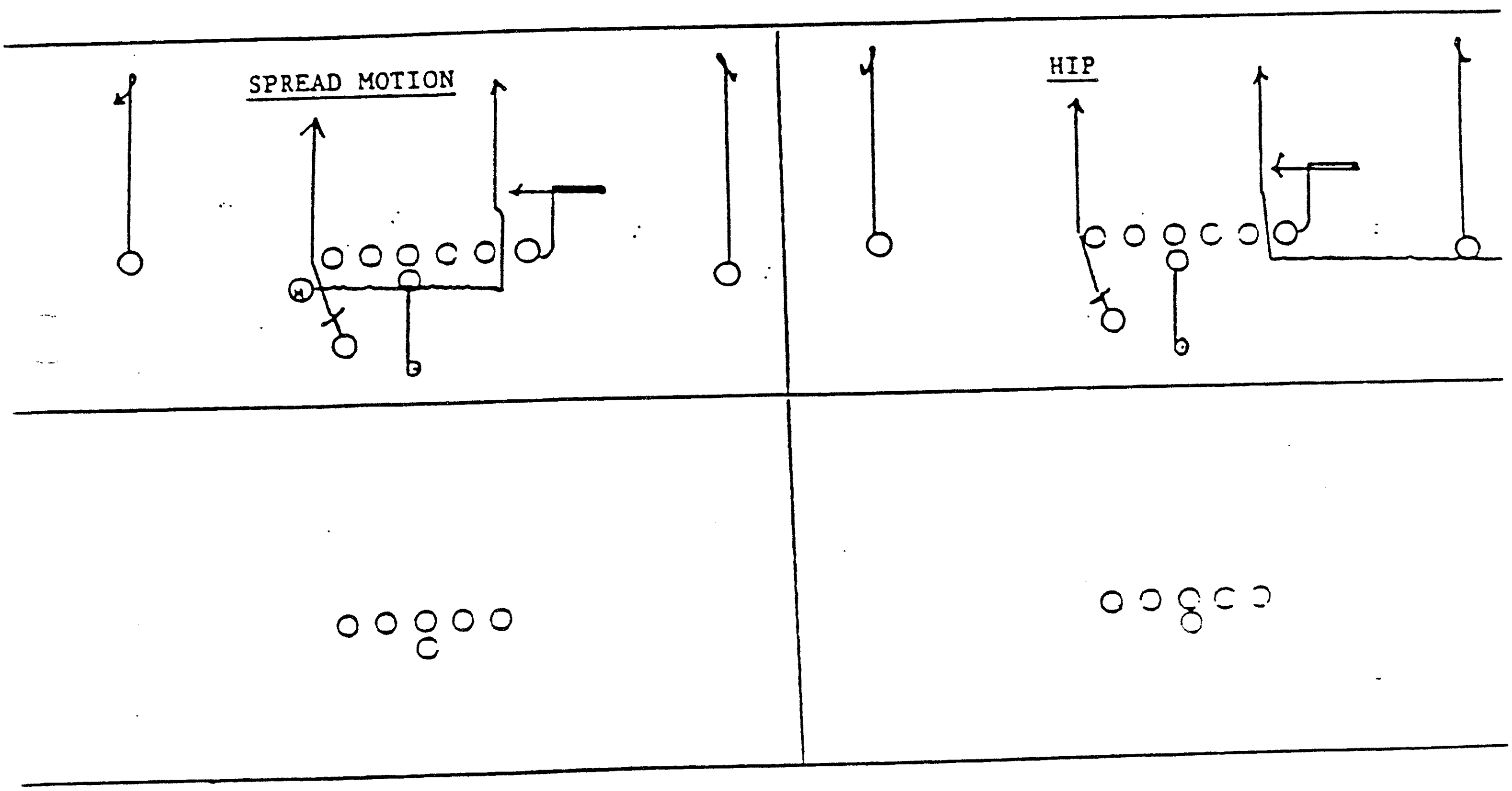
d) <u>FAN CALL</u> - Call made by offensive tackle alerting the adjacent guard and "R" back that he and the guard will be area blocking to their outside. The "R" back will then be responsible for the linebacker over the guard area.

e) <u>RIP/LIZ</u> - Call to alert the callside guard (Rip = Right and Liz = Left) that he has a dual protection responsibility and the "R" back will only block the outside linebacker, if "Mike" and "Will" rush the passer. If only one of them rush, the guard will block him and the "R" will be in the pass pattern. Rip and Liz are off Vs. 4-3 fronts.

"H-BACK" Run pattern called!

SCAT RIGHT 55 UP "Y" DELAY(TRIPS)





KEY COACHING POINTS

QB - Strongside progression; MOF closed work outside/in, throw off underneath coverage. MOF open work inside/out deep to short. Responsible with X for W/S.

W.B.(R) - 1st LB'er inside out not counting Mike, run up route
S.B.(H) - Check Pop and run route (up)
"Y" - Delay at 5-7 yards
X & Z - Same as 35 "H" Delay

PROTECTION
Scat

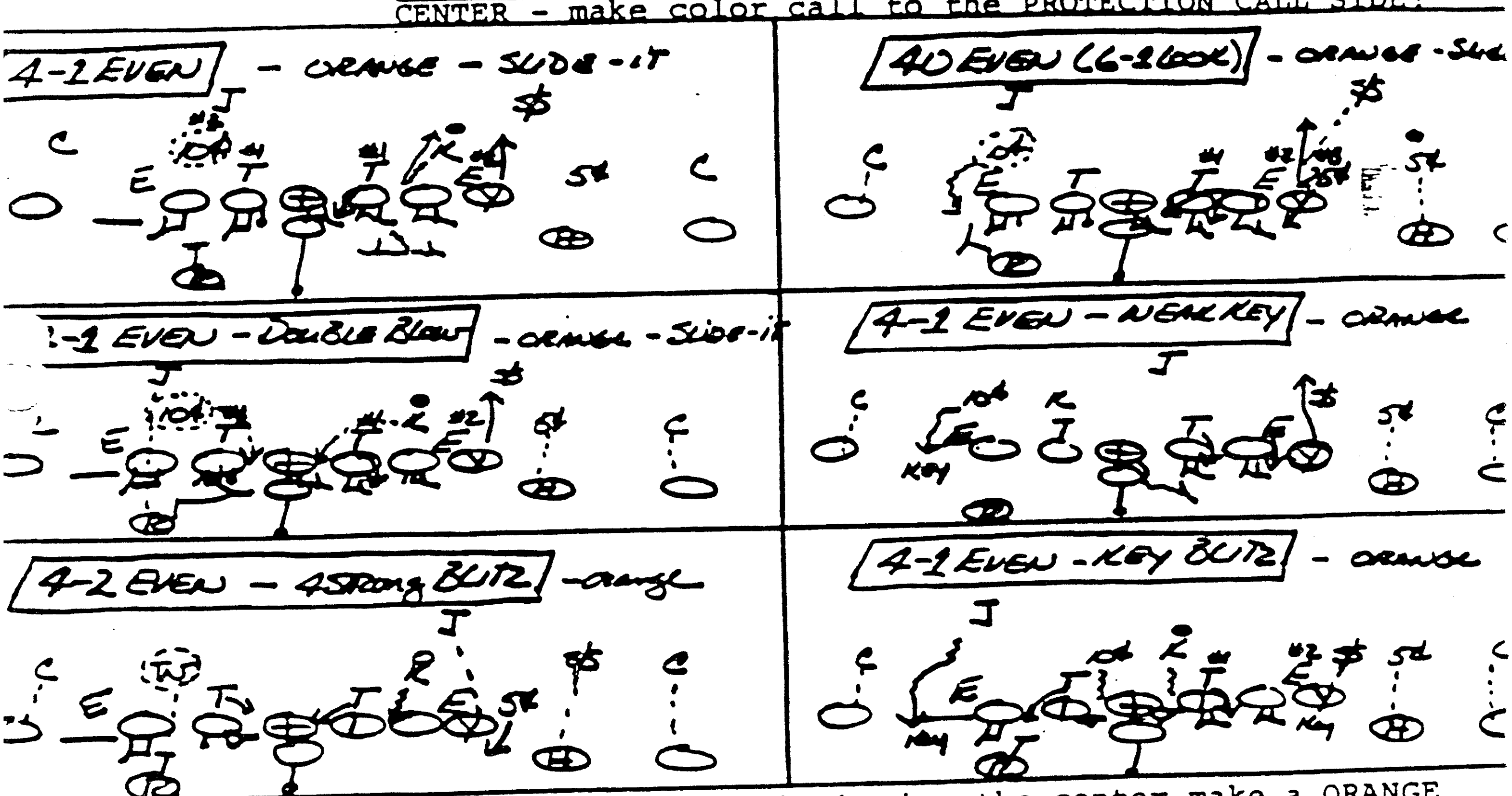
FORMATIONS
1. Trips
2. Trips Fake "
3. Hip
4. Spread Motic
5. Spear
6. Trips Zoom

SPECIAL SITUATIONS - 3RD AND MEDIUM TO LONG

(SCAT PROTECTION VS NICKEL; DIME; QUARTER LOOKS)

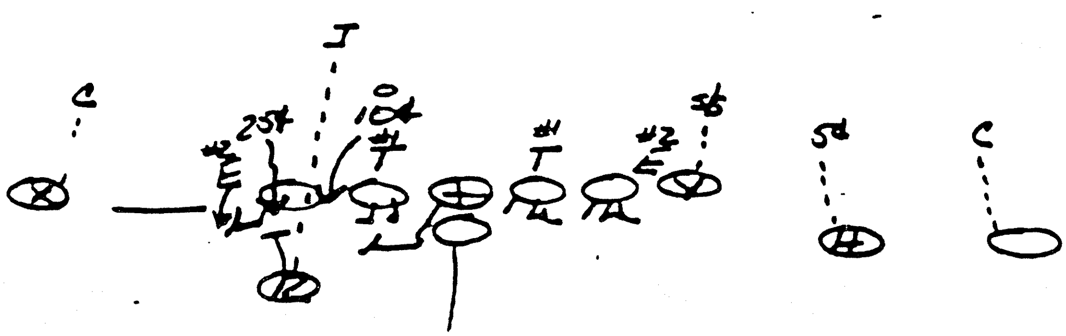
Most teams in the NFL substitute personnel when it is a definite passing situation. Most will bring in one (1) down lineman and then substitute defensive backs for linebackers. If it is a definite passing situation (2nd and long); 3rd and medium (3 to 6 yards); or 3rd and long (+6 or more) our center will alert the offensive line to remain in a PRE-SET position with a RACE HORSE CALL. Whether they have NICKEL (2 linebackers in game); DIME (1 linebacker in game); or QUARTER (no linebackers in game) personnel in the game will not affect how we make our calls!

a) EVEN LOOKS - 4 DOWN PERSONNNEL -(Nickel; Dime; Quarter). CENTER - make color call to the PROTECTION CALL SIDE!

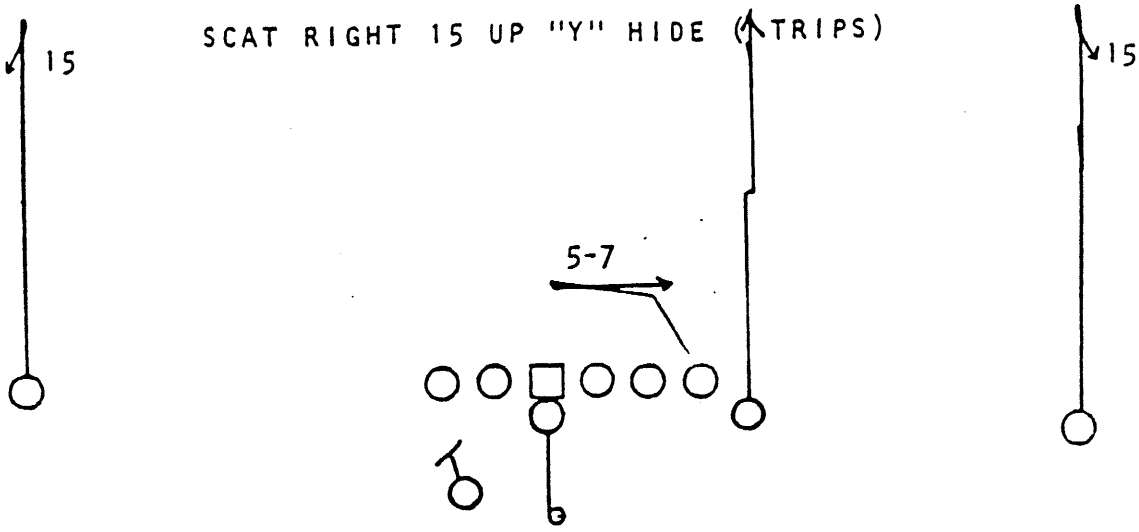


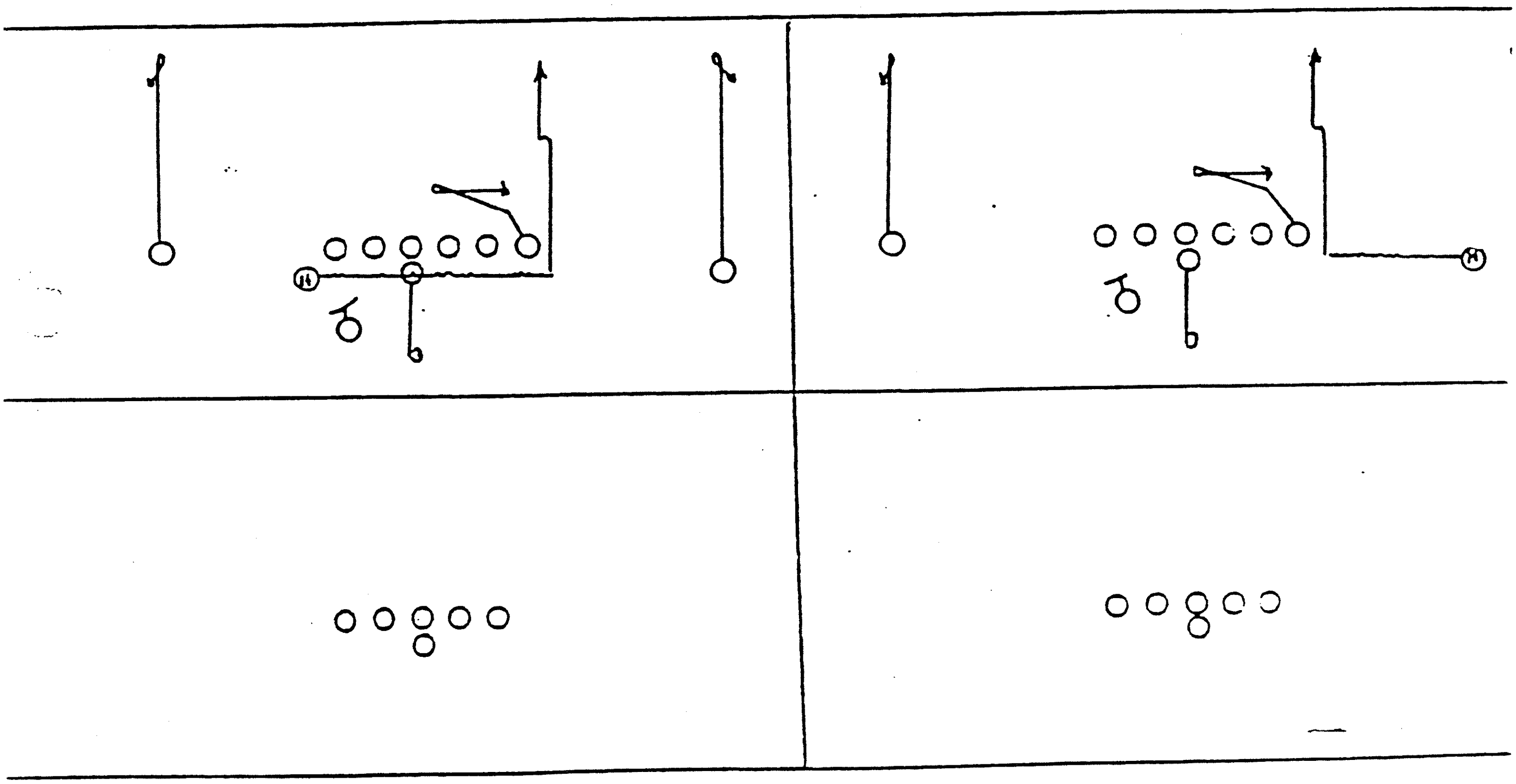
Can game plan a Four Weak Blitz by having the center make a ORANGE or YELLOW DUAL to the side that the two linebackers or blitzers align. This puts the guards and tackles in a MAN BLOCKING SITUATION and there can be NO SLIDE-IT CALL!

EXAMPLE: YELLOW DUAL CALL BY CENTER



SCAT RIGHT 15 UP "Y" HIDE (TRIPS)





KEY COACHING POINTS

QB - Strongside progression; MOF closed work outside/in throw off underneath coverage; MOF open work inside/out deep to short. Responsible with X for W/S.

W.B.(R)- 1st LB'er inside out not counting Mike,
 - Search, Max. Prot.

W.B.(H)- route called (Up)

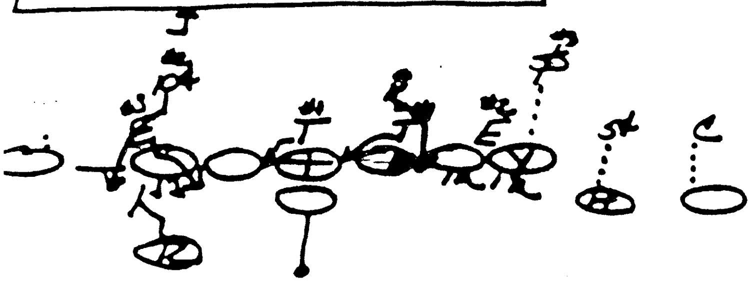
"Y" - check pop run route (Hide)

X & Z - Same as 35 "H" Delay

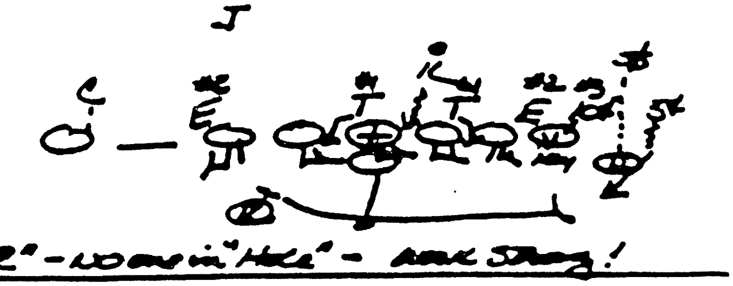
PROTECTION
Scat

FORMATIONS
1. Trips
2. Trips Fake W
3. Hip
4. Spread Motic
5. Spear
6. Trips Zoom

4-4 OVER - BLAST and BLOW

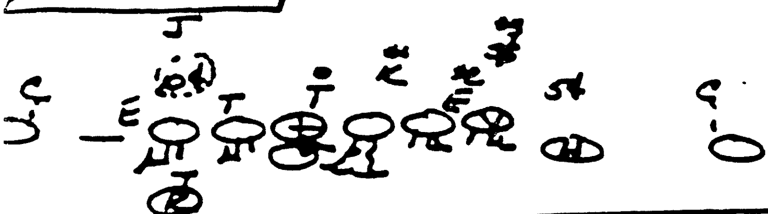


40 - OVER Load BLITZ

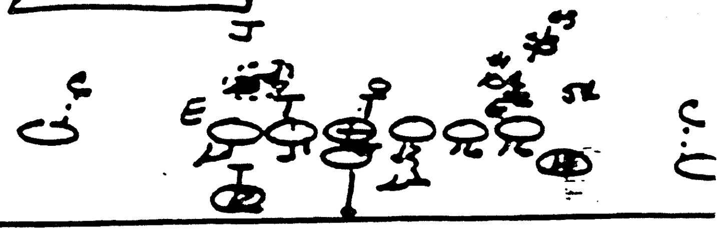


c) UNDER LOOKS - 4 DOWN PERSONNEL - (Nickel; Dime; Quarter) CENTER - make an ODD CALL with a ROCK-IT or LOAD-IT CALL if 2 Blitzers stacked weak! (Away from formation call).

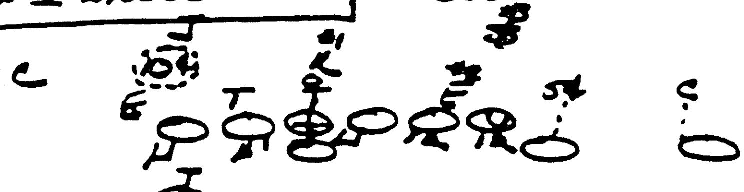
4-1 UNDER - ODD CALL



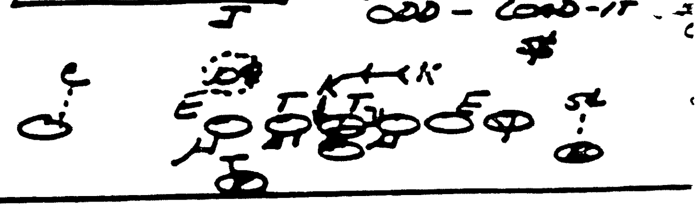
40 UNDER - ODD CALL



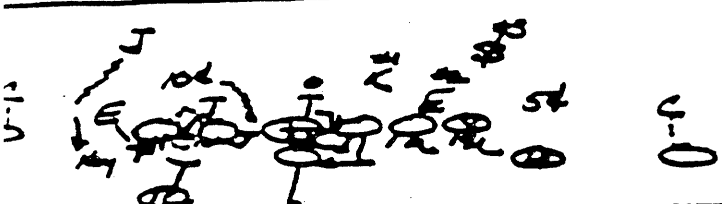
4-1 UNDER - STACK - ODD STACK or LOAD-IT



4-1 UNDER -(4 WEAK BLITZ) ODD - LOAD-IT

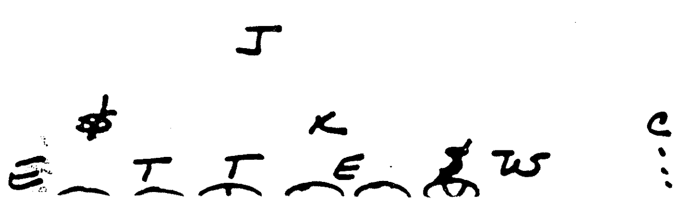


4-1 UNDER - WEAK BLITZ - ODD

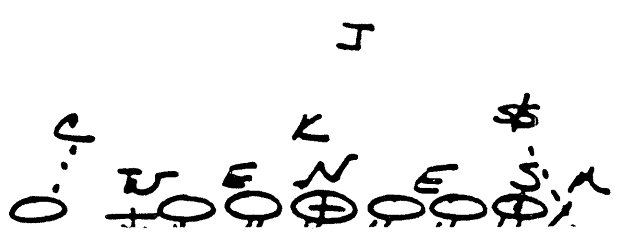


d) BASTARD LOOKS - 3 or 4 DOWN PERSONNEL - These looks require special blocking and the CENTER will alert the team by making a BULLETS CALL. When this call is made, the ONSIDE TACKLE will make a SLIDE-IT CALL and the offensive line will slide away from the formation call side!

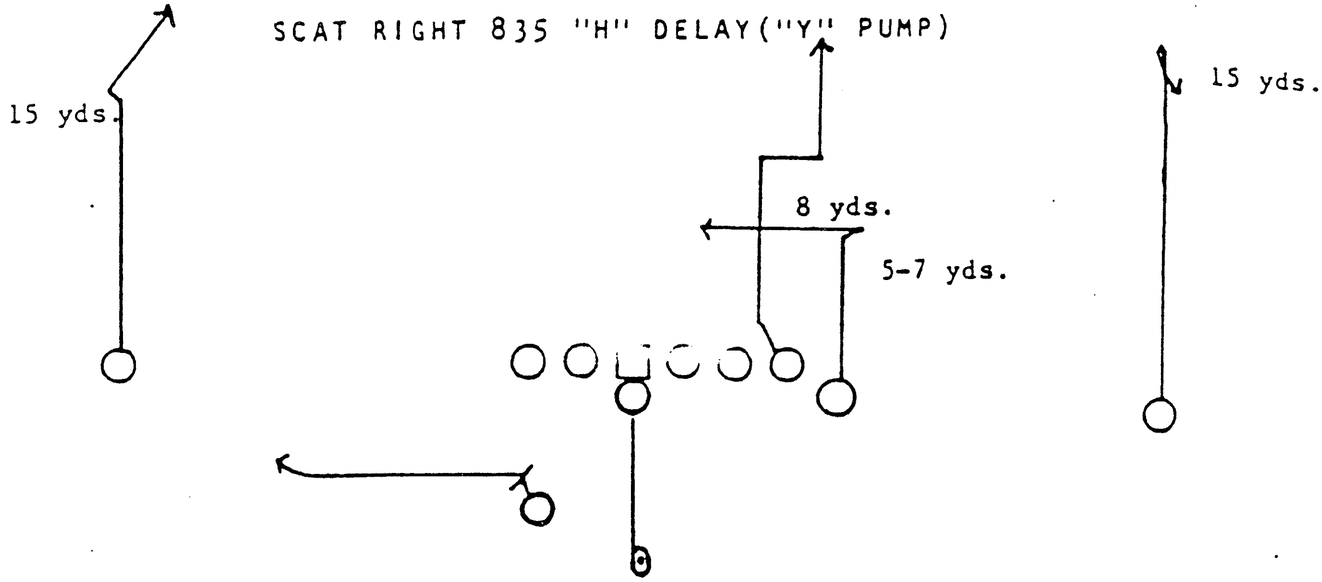
BULLETS -46



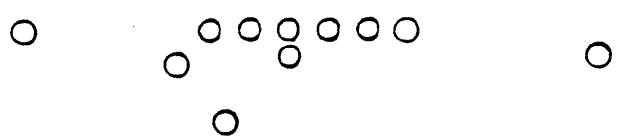
BULLETS -34



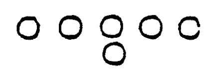
SCAT RIGHT 835 "H" DELAY("Y" PUMP)

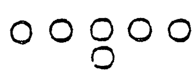


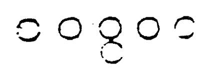
SPREAD MOTION



HIP







KEY COACHING POINTS

PROTECTION
Scat

FORMATIONS
1. Trips
2. Trips F. Whiz
3. Spear
4. Spread Motion
5. Hip
6. Trips Zoom

QB- Strongside progression, MOF closed work outside/in, throw off underneath coverage; MOF open work inside/out deep to short; X by game plan or W/S blitz.

W.B.(R) - 1st LB'er inside out not counting Mike, Swing

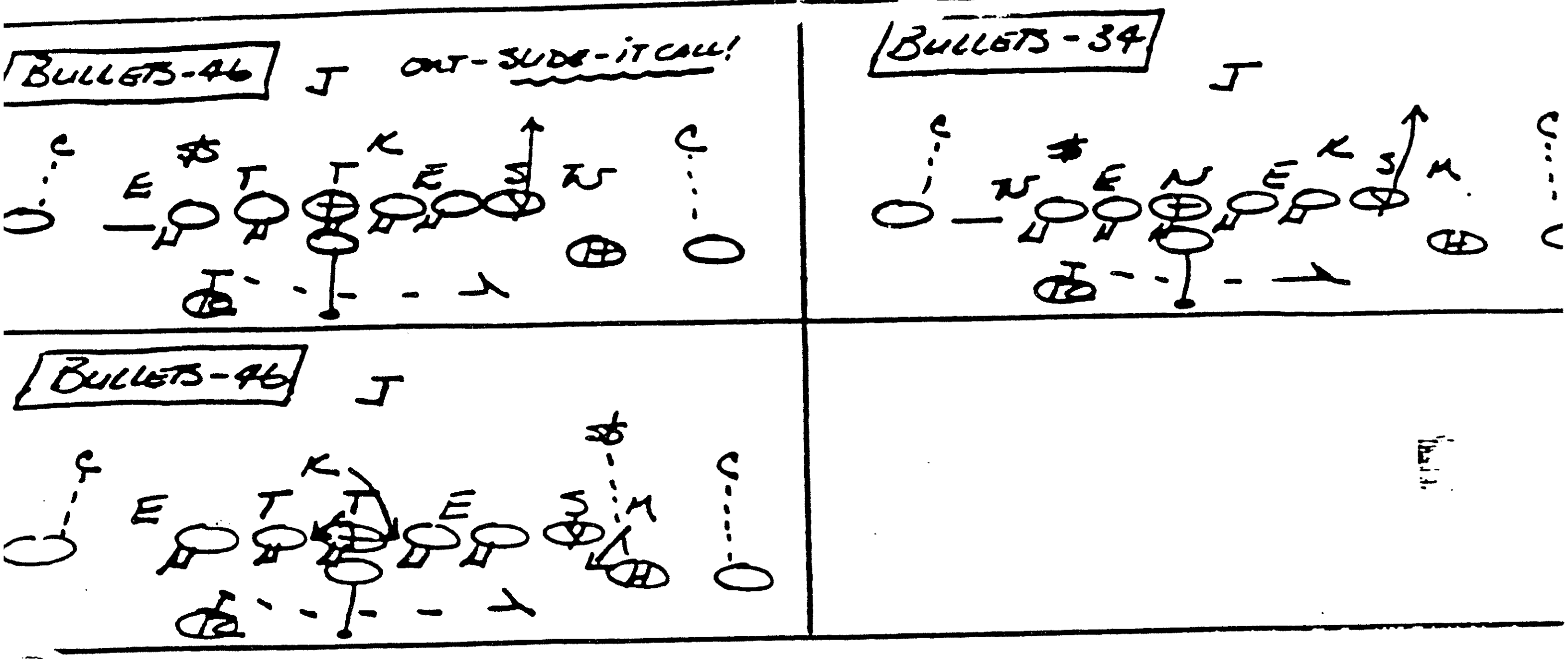
S.B.(H) - Run Delay 5 to 7 yds. deep

"X" - Flat 8 (Fade vs. Press) adjust if middle open, or W/S Blitz

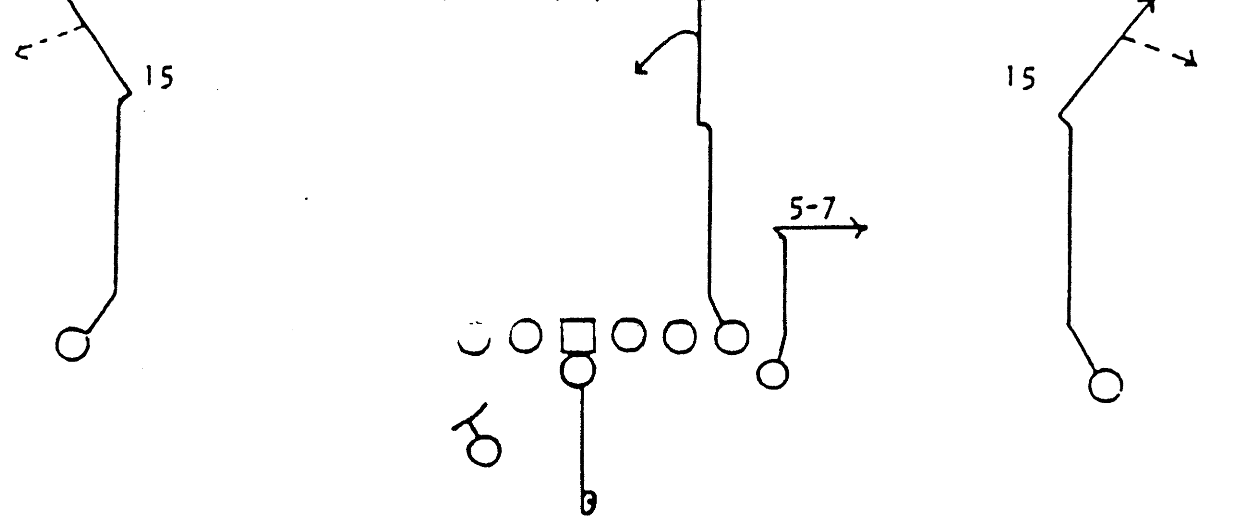
"Z" - 5 route, Fade vs. Press

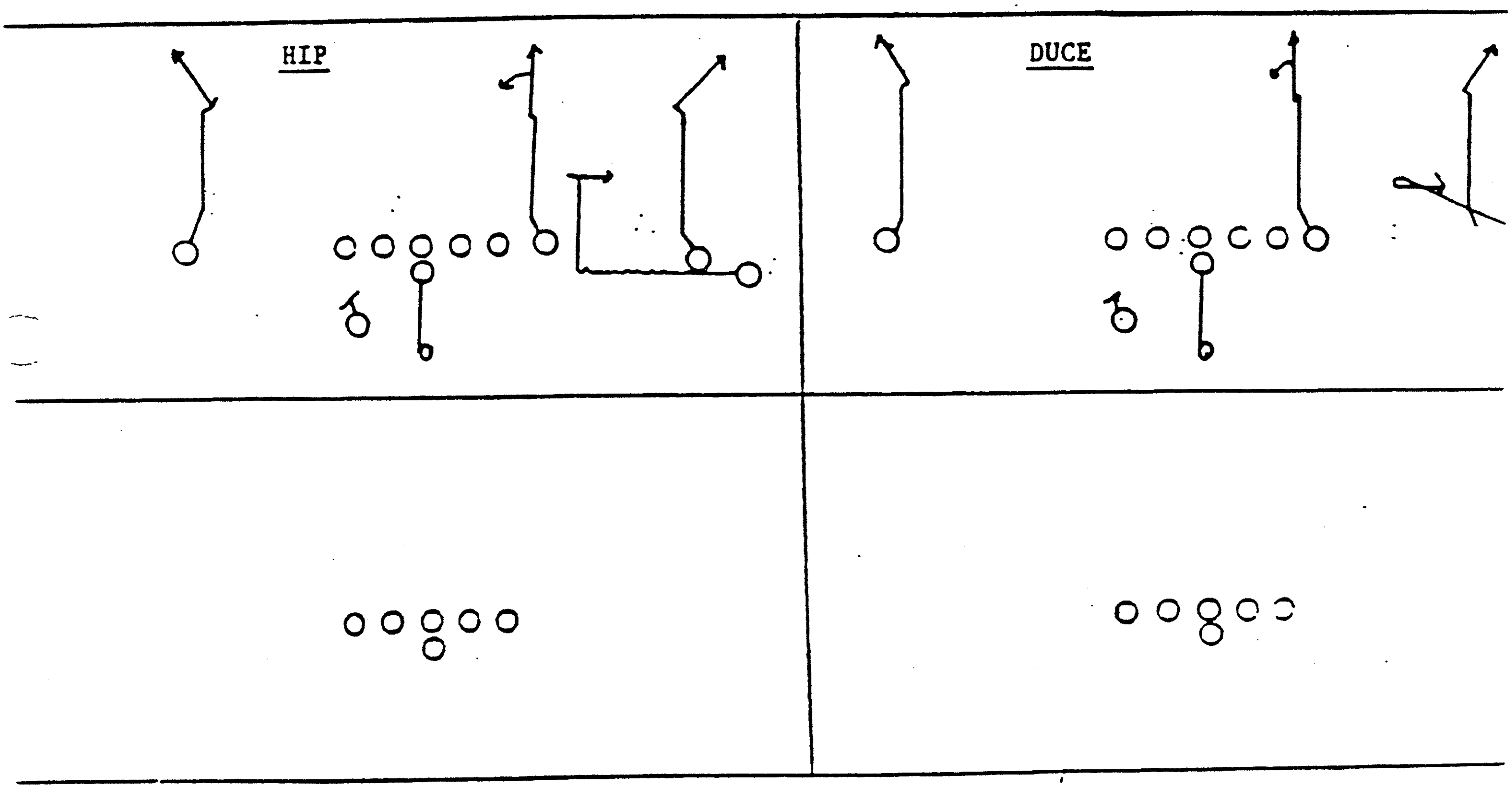
"Y" - Check Pop, run Pump

d) <u>BASTARD LOOKS</u> - 3 or 4 DOWN PERSONNEL - These looks require special blocking and the CENTER will alert the team by making a BULLETS CALL. When this call is made, the ONSIDE TACKLE will make a SLIDE-IT CALL and the offensive line will slide <u>away</u> from the protection call side! "R-BACK" will check man in hole - if he does not blitz -- work tc the [illegible]de!



SCAT RIGHT 787 WIDE TRAPS





KEY COACHING POINTS

QB- Strongside progression, MOF closed read outside/in throw off underneath coverage; MOF open work inside/out from deep to short. Responsible with X for W/S.

W.B.(R) - 1st LB'er inside out not counting Mike, (search)

S.B.(H) - Free release. (wide route)

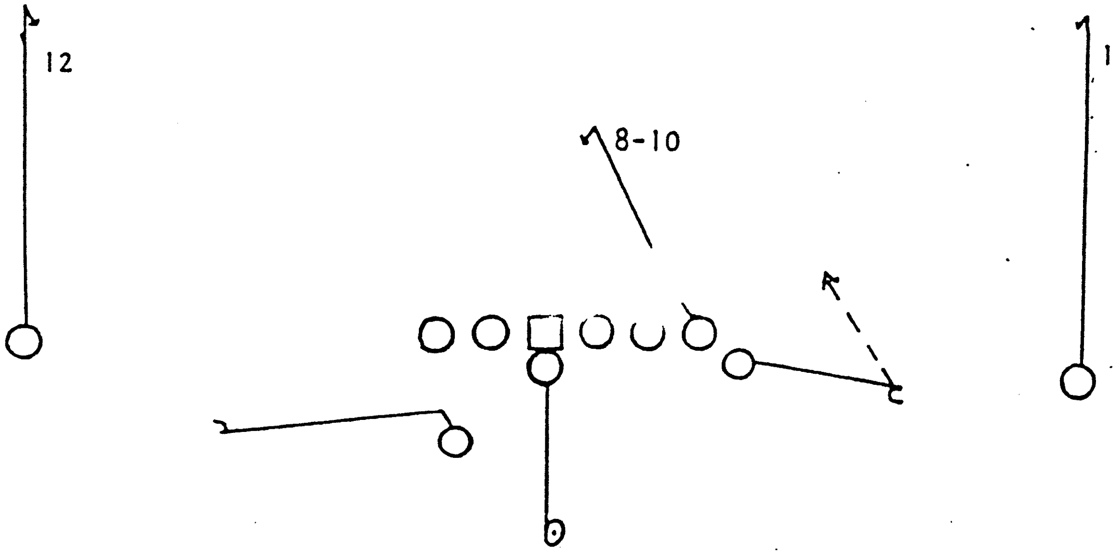
"Y" - check Pop read middle, 8 route can adjust route vs. man with middle closed. 8 to 4

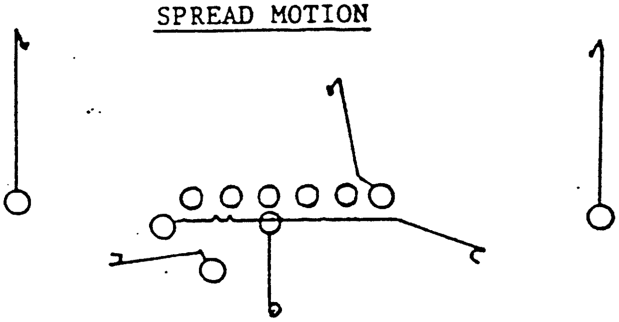
X - blitz adjust vs. safety blitz (middle open)

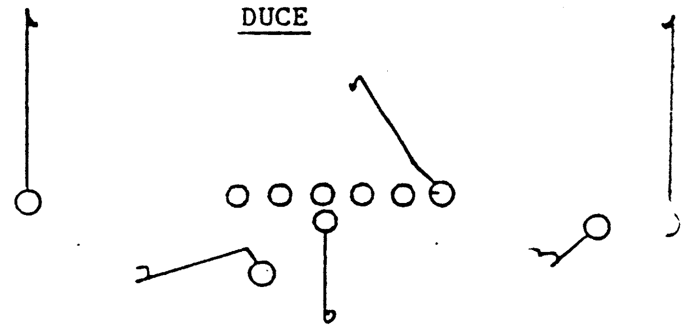
X & Z - run route (7), normal split.

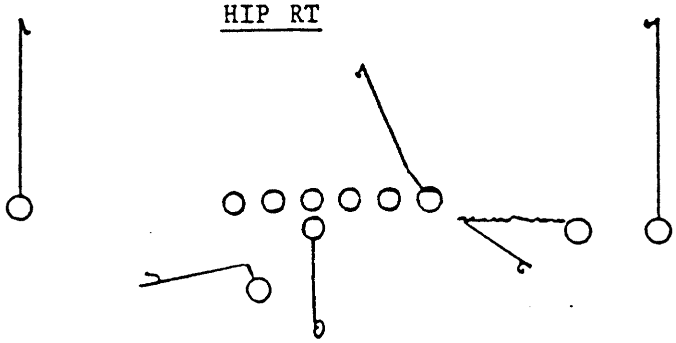
PROTECTION
Scat

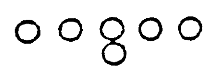
FORMATIONS
1. Trips
2. Trips F
3. Hip
4. Spread Mot
5. Duce
6. Trips Fly
7. Trips Zoom
8. Trips Fake
9. Duce Fly











KEY COACHING POINTS

PROTECTION
Scat

FORMATIONS

1. Trips (Fly)
2. Spread Motion
3. Spread Lg. Mot:
4. Duce (Fly)
5. Trips Fake Whiz
6. Trips Motion Ou
7. Trips Zoom

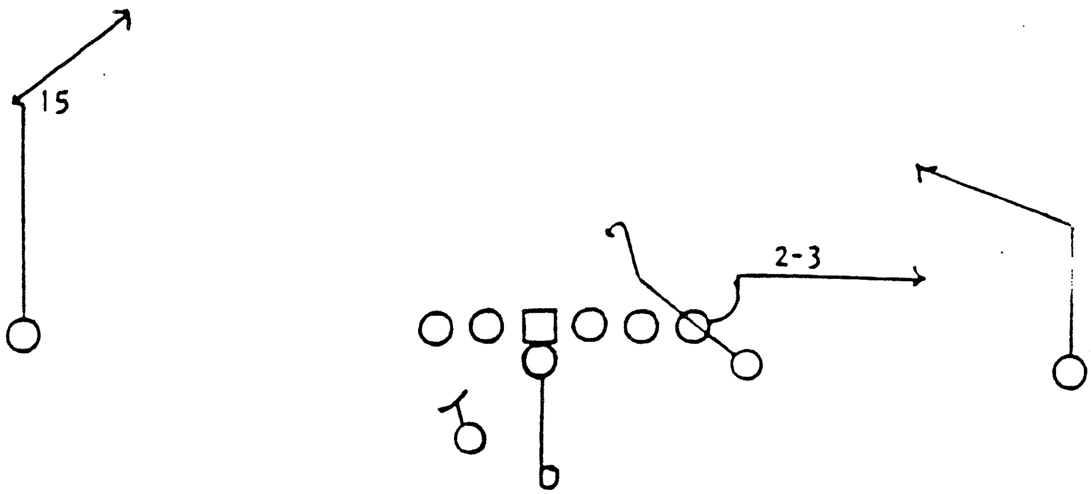
QB= Read strongside, deep to short outside/in off underneath coverage; no underneath coverage work downfield. Responsible with X for W/S.

(R) = 1st LB'er inside out not counting Mike, run Sally/Rose

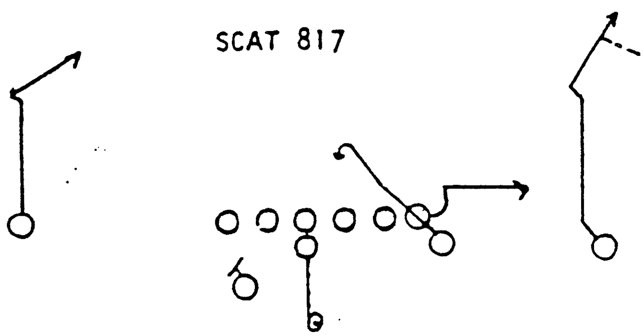
(H) =- on number 5 yards deep runaway vs. man

"Y" - look for Pop, then run route (6) can pivot vs. man

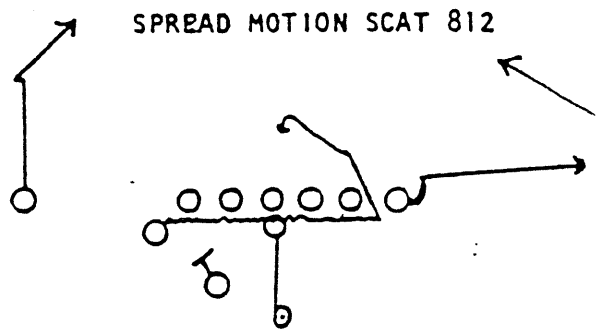
SCAT RIGHT 812 "H" HASH (TRIPS)

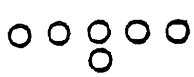


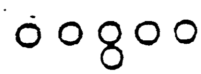
SCAT 817



SPREAD MOTION SCAT 812







KEY COACHING POINTS

QB - Strongside progression, MOF closed work outside/in throw off underneath coverage; MOF open work inside/out throw off underneath coverage. X by game plan or W/S blitz.

W.B.(R) - 1st LB'er inside out not counting, Mike Max. Prot. Search

S.B.(H) - check pop, run route, (leak)

"Y" - flat, run thinking width

"X" - Blitz adjust vs. W/S blitz, normal split

9 route normal split

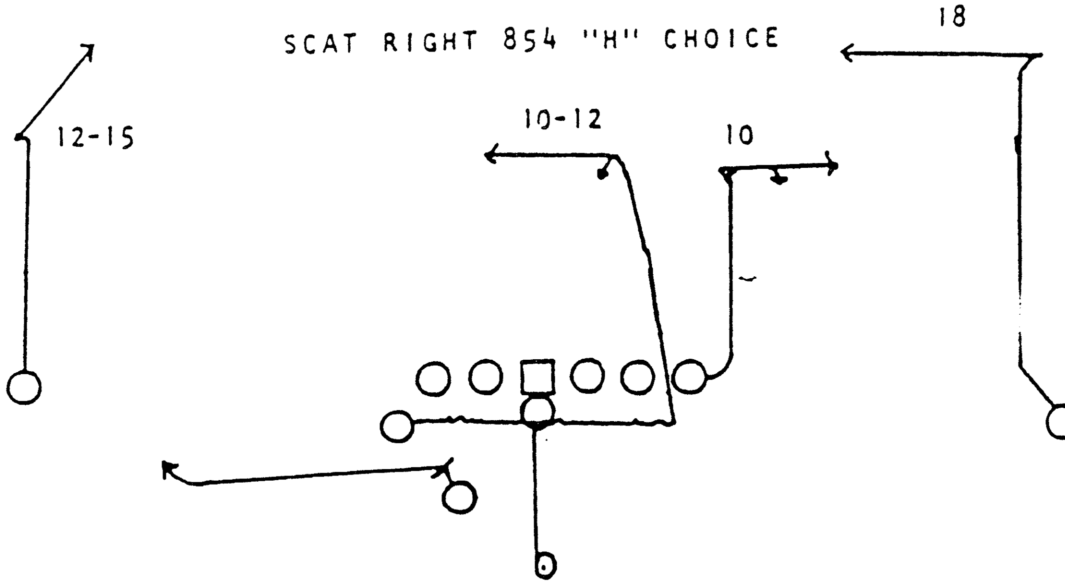
PROTECTION

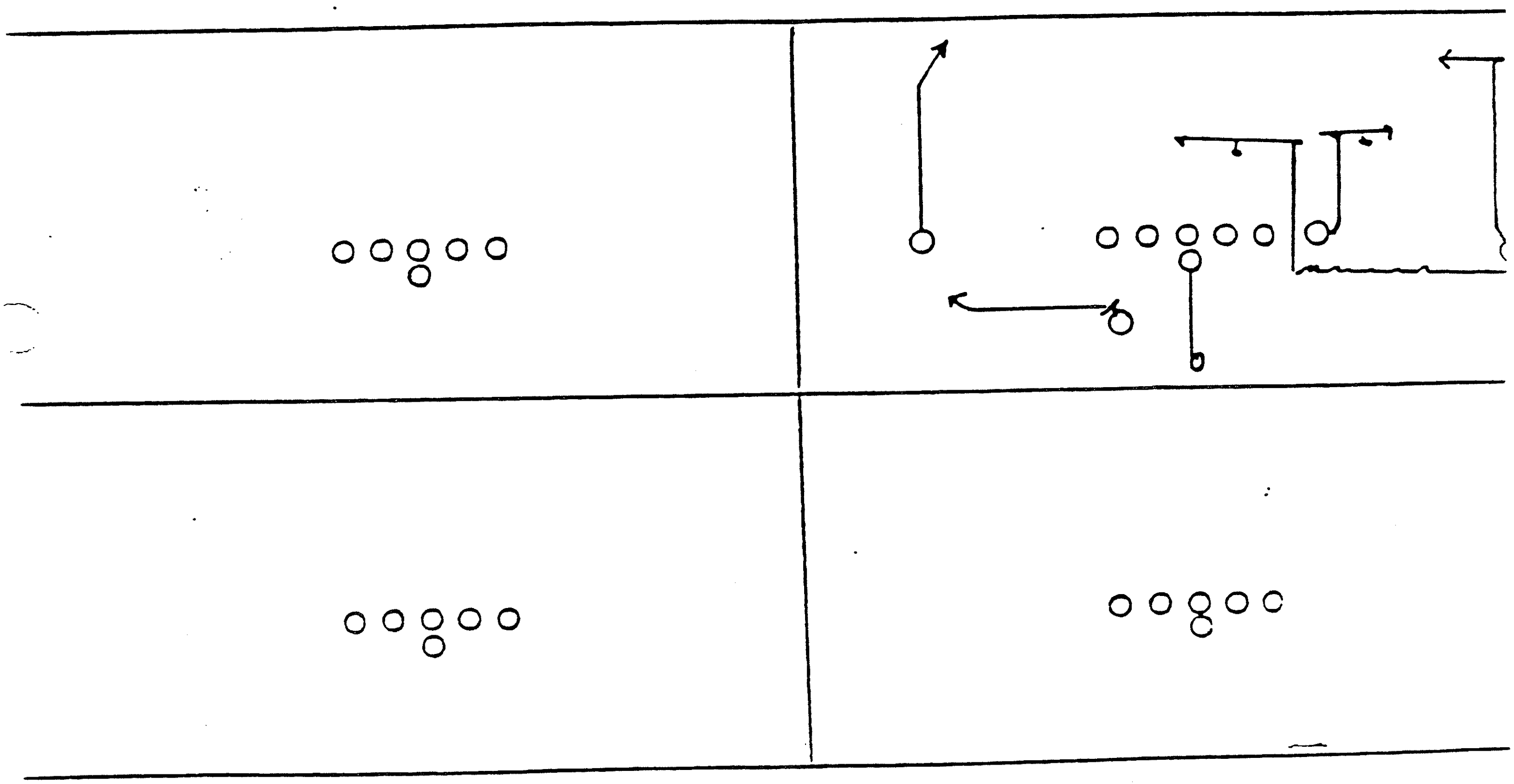
Scat

FORMATIONS

1. Trips
2. Trips Fly
3. Trips Zoom
4. Trips Fake
5. Trips Fake
6. Hip
7. Spread Mot
8. Spear
9. Duce

SCAT RIGHT 854 "H" CHOICE





KEY COACHING POINTS

QB - Read strongside, MOF closed work outside/in and throw off underneath coverage; MOF open work inside/out throw off underneath coverage. X by game plan or W/S blitz.

W.B.(R) - 1st LB'er inside out not counting Mike, Run Swing

S.B.(H) - choice route, check Pop

"Y" - outside release 5 route

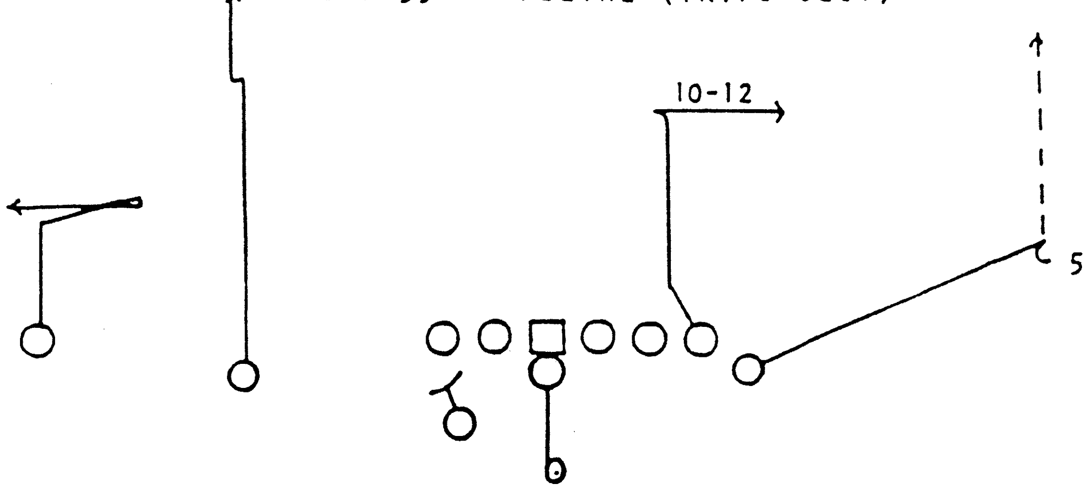
"X" - 8, fade vs. press
Blitz adjust vs. W/S blitz (middle open)

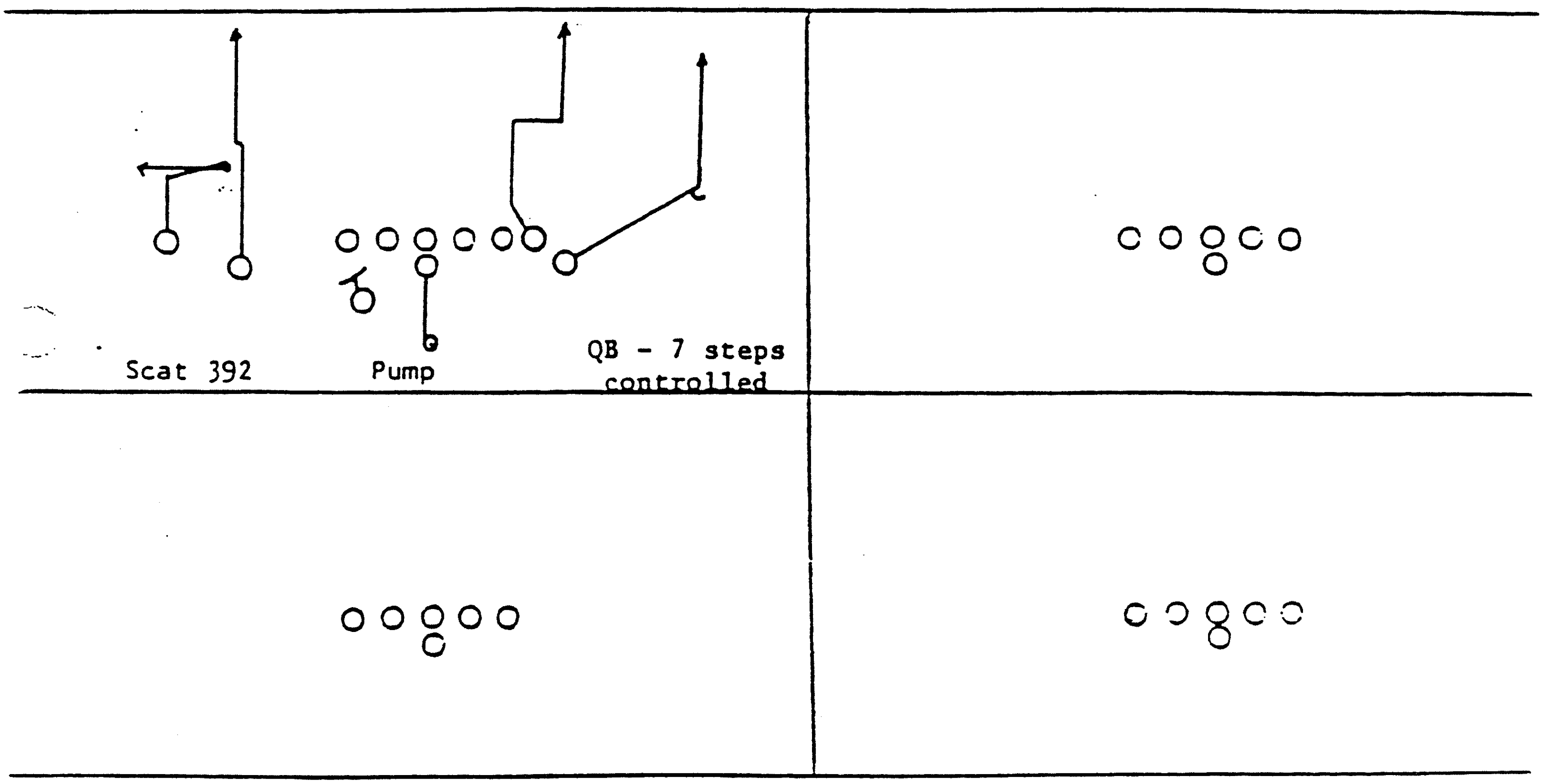
"Z" - 4 route

PROTECTION
Scat

FORMATIONS
1. Spread Motion
2. Trips Fake Wh
3. Trips
4. Hip

SCAT RIGHT 392 SIDELINE (TRIPS SLOT)





KEY COACHING POINTS

QB - Coverage read, W/S stays in middle or favors strongside work weakside throw off underneath coverage; W/S goes weak work slot combination inside/out. Responsible with Z for W/S.

W.B.(R) - Scat Protection. Max. Prot. Search C.P. vs. 5¢ def. ck LBer/5¢.

S.B.(H) - sideline, fade vs. press or roll

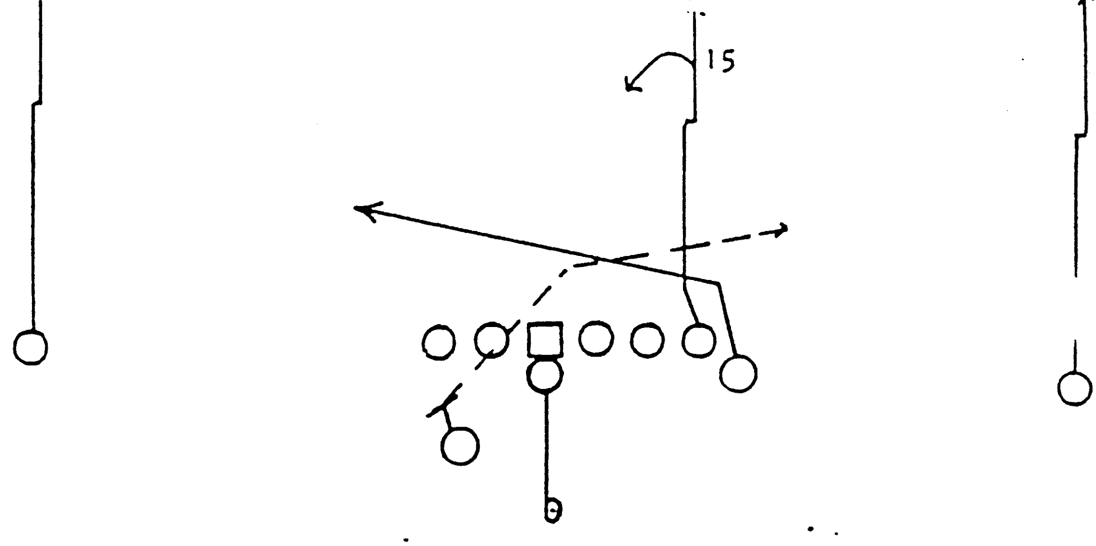
"Y" - check pop, run route (3)

"X" - route called (2) flash vs. double press

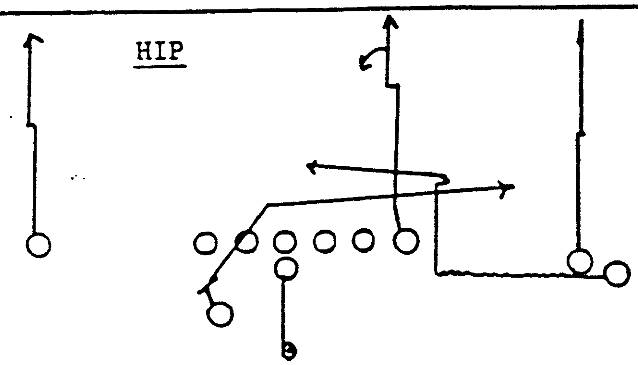
PROTECTION
Scat

FORMATIONS
1. Trips sl[illegible]
2. Trips Sl[illegible]
3. Trips S[illegible]
4. Trips Slot
5. Trips Slot
6. Spread Slo

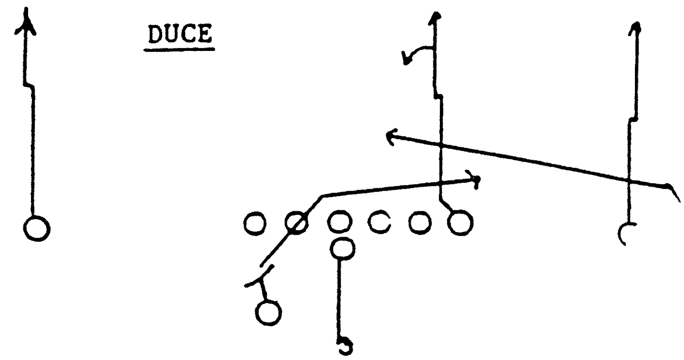
SCAT RIGHT 989 OVER (TRIPS)

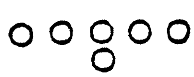


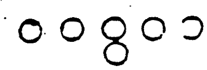
HIP



DUCE







KEY COAC[illegible]

QB - Strongside progression, MOF closed read outside/in, throw off underneath coverage; MOF open read inside/out deep to short; X by game plan or W/S blitz.

W.B.(R) - 1st LB'er inside out not counting Mike, be alert for Rip or Liz call, run sneak.

S.B.(H) - Over

"Y" - Pop then read middle (8), can run 4 route vs. man with middle closed.

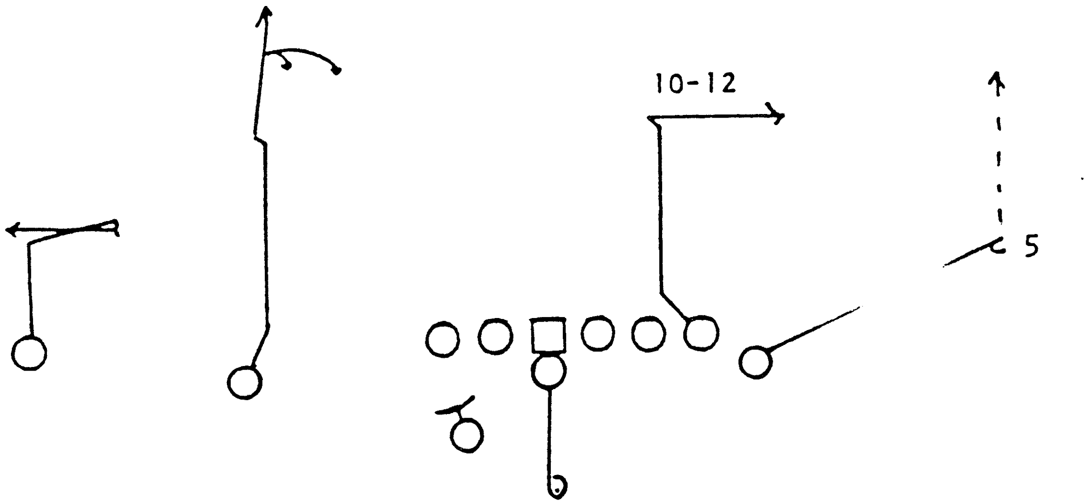
PROTECTION

Scat

FORMATIONS

1. Trips
2. Trips Fake W
3. Hip
4. Spread Motion
5. Trips Fly
6. Trips Zoom
7. Trips Fake Zoc
8. Duce

SCAT RIGHT 382 SIDELINE (TRIPS SLOT)





KEY COACHING POINTS

QB - Coverage read., W/S stays in middle or favors strongside work weakside throw. off underneath coverage; W/S goes weak work slot combination inside/out. Responsible with Z for W/S.

W.B.(R) _ Scat Protection. Max. Prot; Search.

S.B.(H) - route called (sideline)

"Y" - check pop, run route (3)

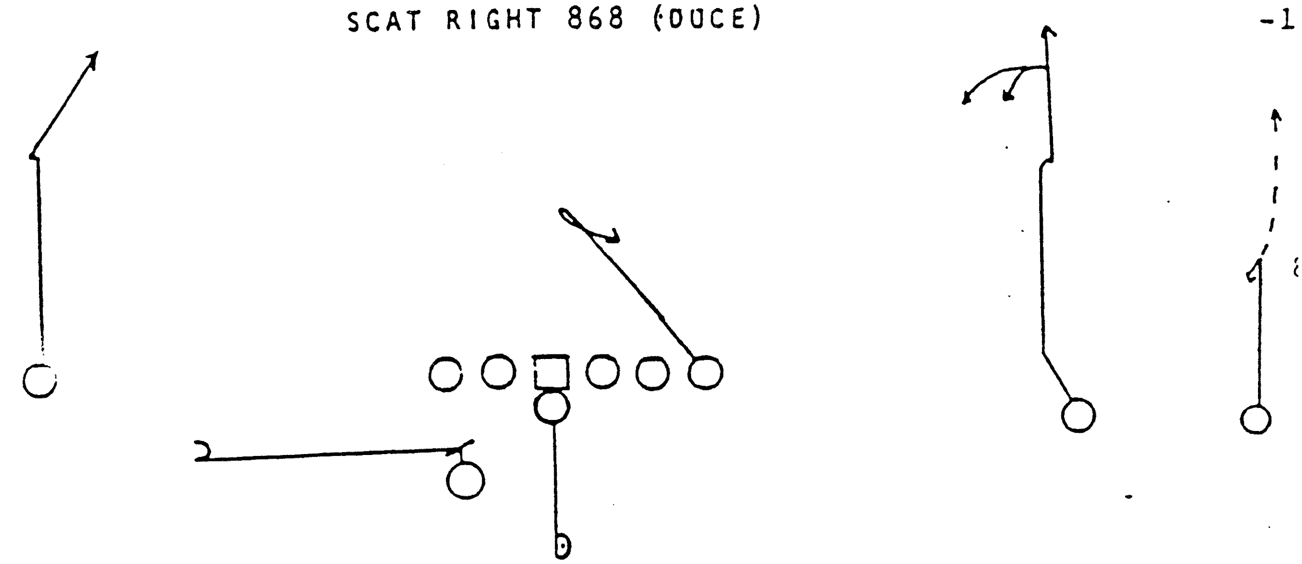
PROTECTION

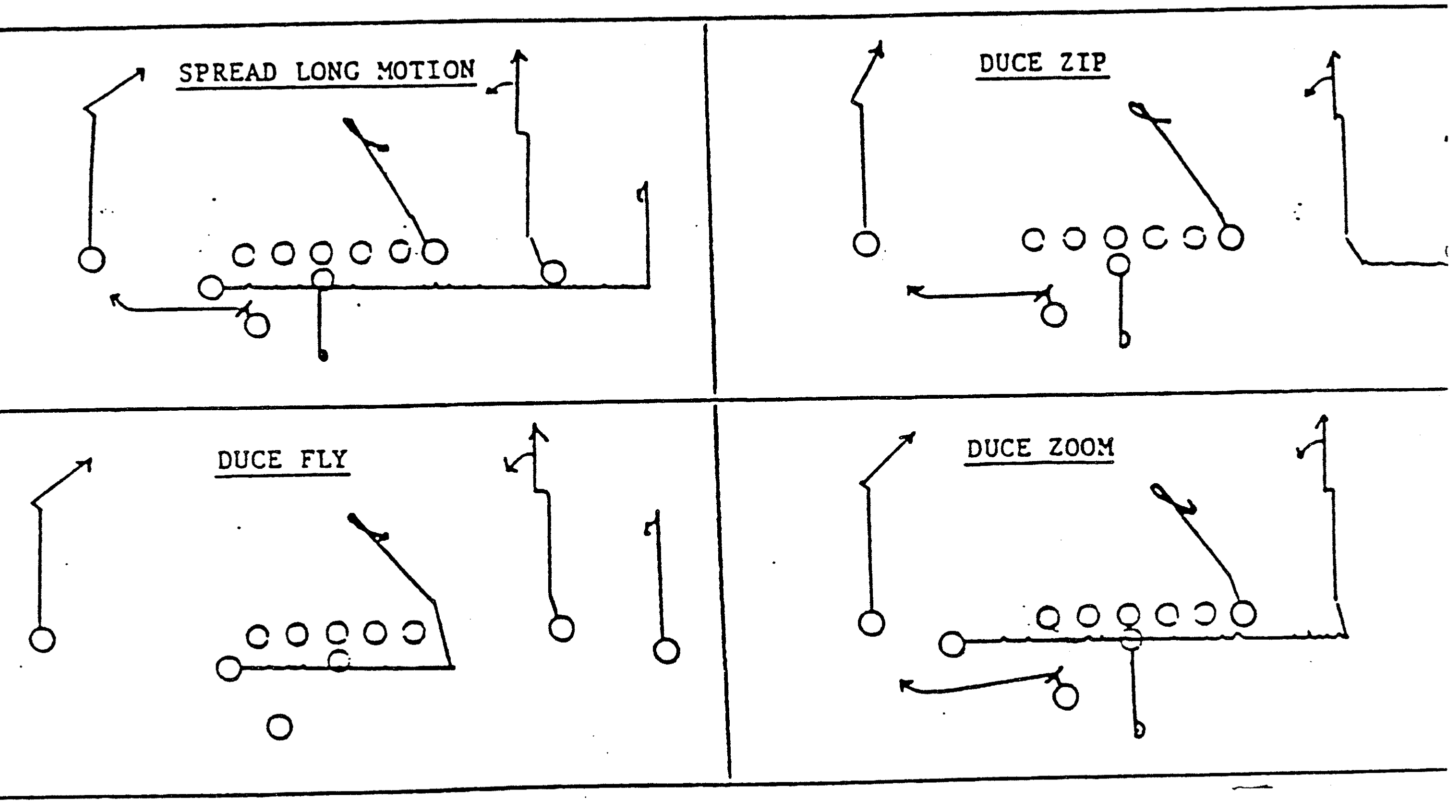
Scat

FORMATIONS

1. Trips Slot
2. Trips Slot Zi
3. Trips Slot Zo
4. Trips Slot F.
5. Trips Slot Bu
6. Spread Slot J

SCAT RIGHT 868 (DUCE)





KEY COACHING POINTS

PROTECTION
Scat

FORMATIONS

1. Duce
2. Spread Lg M
3. Trips Motio
4. Duce Fly
5. Duce Zip
6. Duce Zoom

QB - Strongside progression; MOF closed work outside/in throw off underneath coverage; MOF open work inside/out from deep to short; X by game plan or W/S blitz.

W.B.(R)_ 1st LB'er inside out not counting Mike, Run Swing

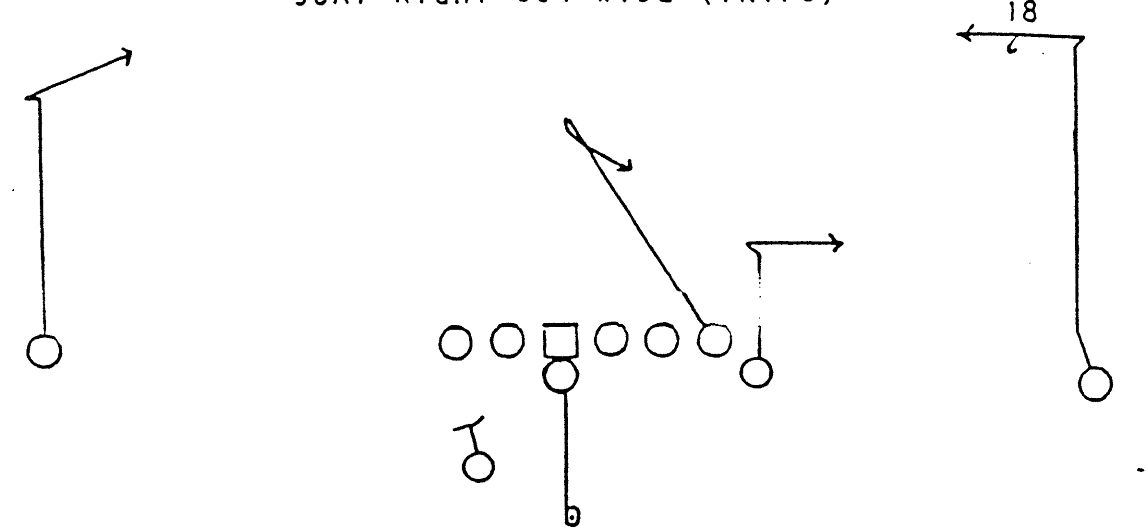
S.B.(H)_ Fade vs. roll or press , 8 yard Hitch

\- If 827 must run Fake 2 vs. roll or press

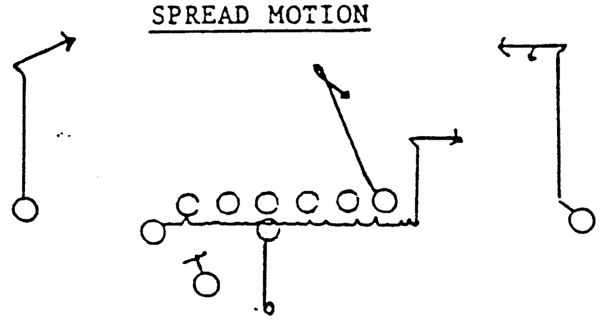
"Y" - Check pop, then run 6 route

"X" - Flat (8) Fade vs.press, blitz adjust vs. safety blitz

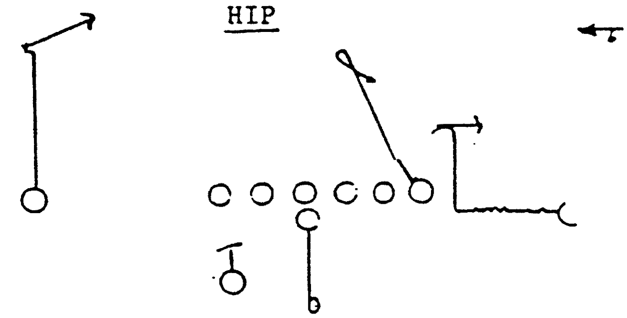
SCAT RIGHT 864 WIDE (TRIPS)



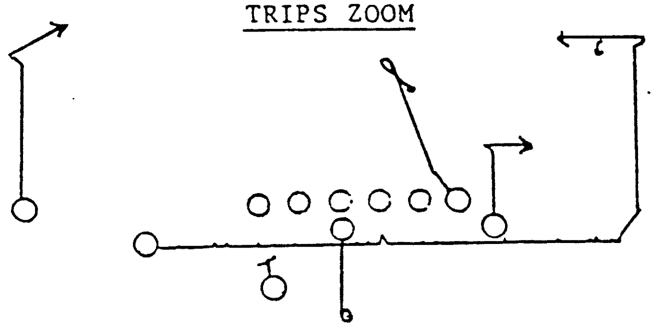
SPREAD MOTION



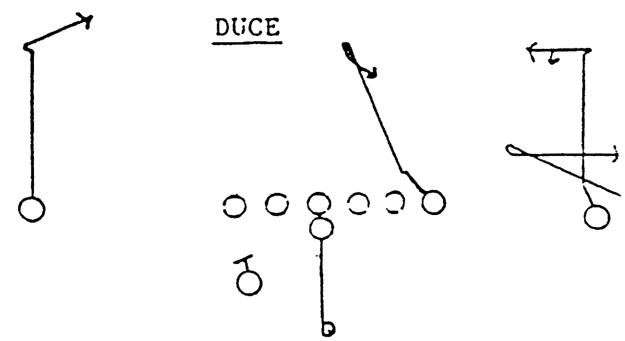
HIP



TRIPS ZOOM



DUCE



KEY COACHING POINTS

QB-Read strongside, MOF closed work outside/
in throw off underneath coverage; MOF
open work inside/out throw off underneath
coverage. X by game plan or W/S blitz.

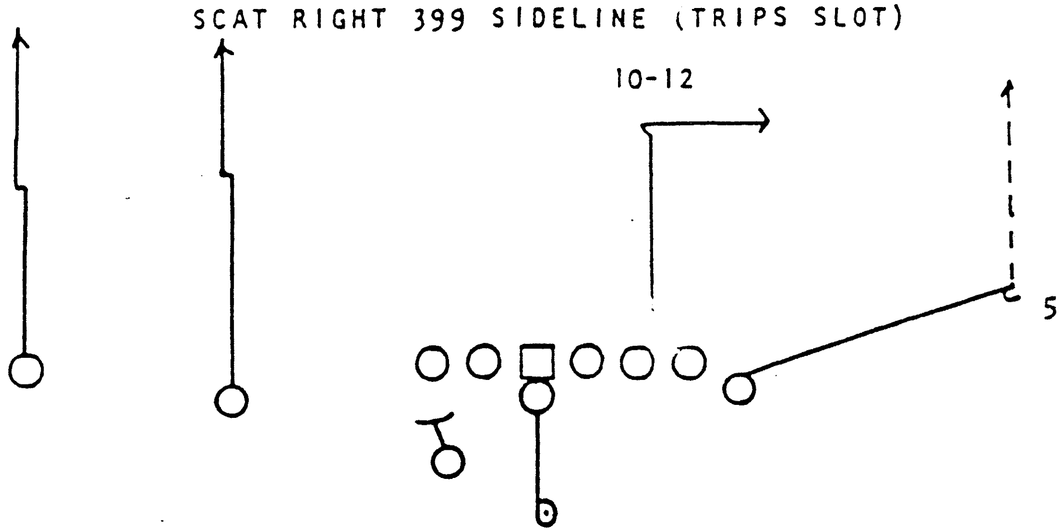
W.B.(R)-1st LB'er inside out not counting Mike, search
.B.(H)- wide 5-7 yards deep
"Y" - Check Pop, run 6 route 8 to 10 yds.
"Z" - 4 route at 18 - split beyond normal
"X" - Blitz adjust vs. safety blitz (8 route)
C.P. if safety is out of the middle

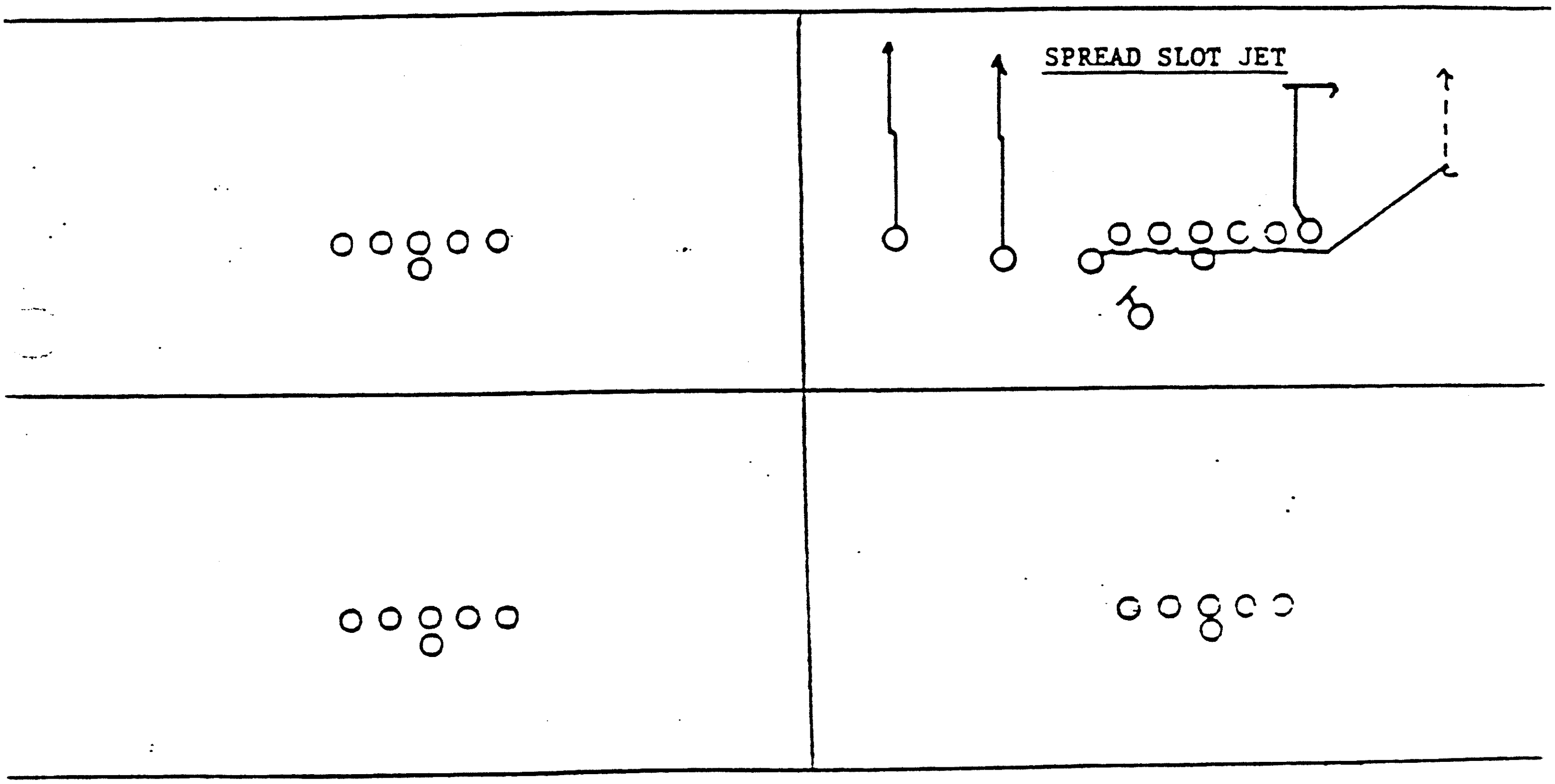
PROTECTION
Scat

FORMATIONS

1. Trips
2. Trips Fake
3. Hip
4. Spread Motion
5. Duce
6. Trips Fly
7. Trips Zoom
8. Trips Fake Zo

SCAT RIGHT 399 SIDELINE (TRIPS SLOT)





[illegible] COACHING POINTS

QB - Coverage read, W/S stays in middle or favors strongside work weakside throw off underneath coverage; W/S goes weak work slot combination inside/out. Responsible with Z for W/S.

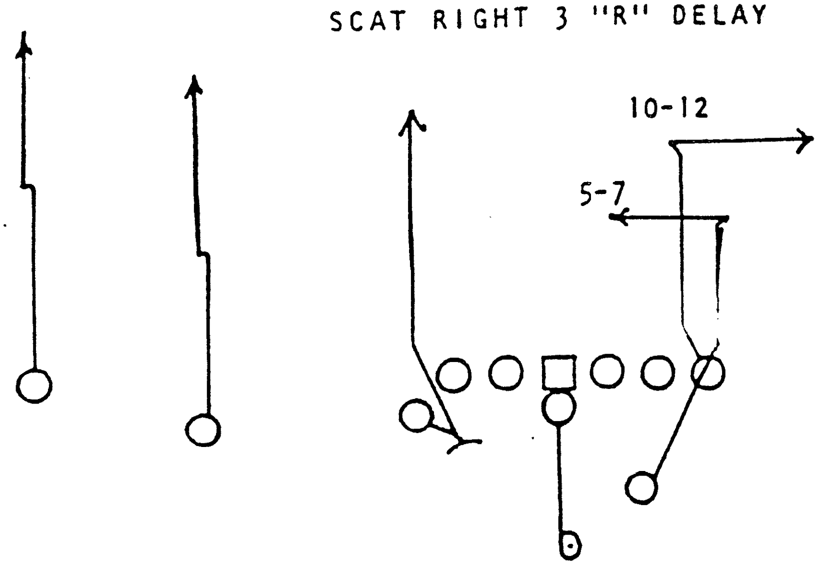
W.B. (R) - Scat Protection, Max. Prot.; Search

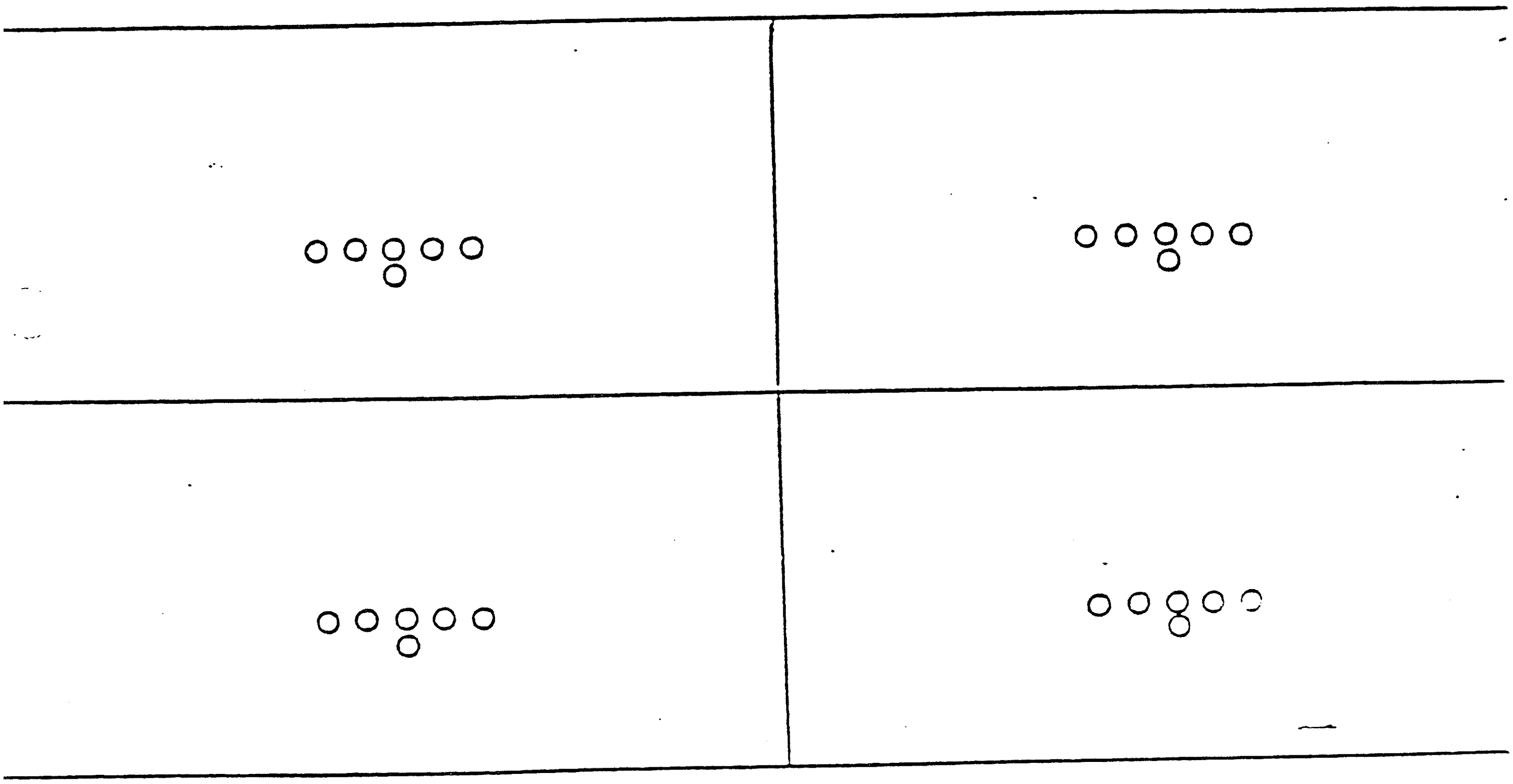
[illegible]B. (H) - sideline, fade vs. roll or press
"Y" - Check pop, run route (3)
"X" - 9 route, flash vs. double press
"Z" - 9 route, fade vs. double press

PROTECTION
Scat

FORMATIONS
1. Trips Slot
2. Spread Slot Je[illegible]
3. Trips Slot Zip
4. Trips Slot Zoom
5. Trips Slot F. W
6. Trips Slot Buzz

SCAT RIGHT 3 "R" DELAY





KEY COACHING POINTS

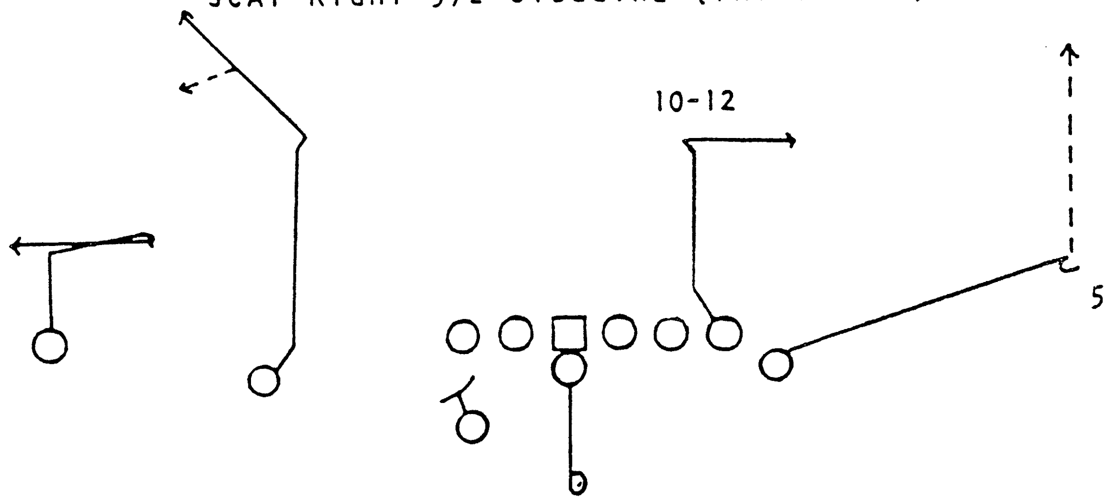
QB - Coverage read, if W/S stays in middle or favors strongside work weakside deep to short; W/S goes weak work the slot combination inside/out. Responsible with Z for W/S.

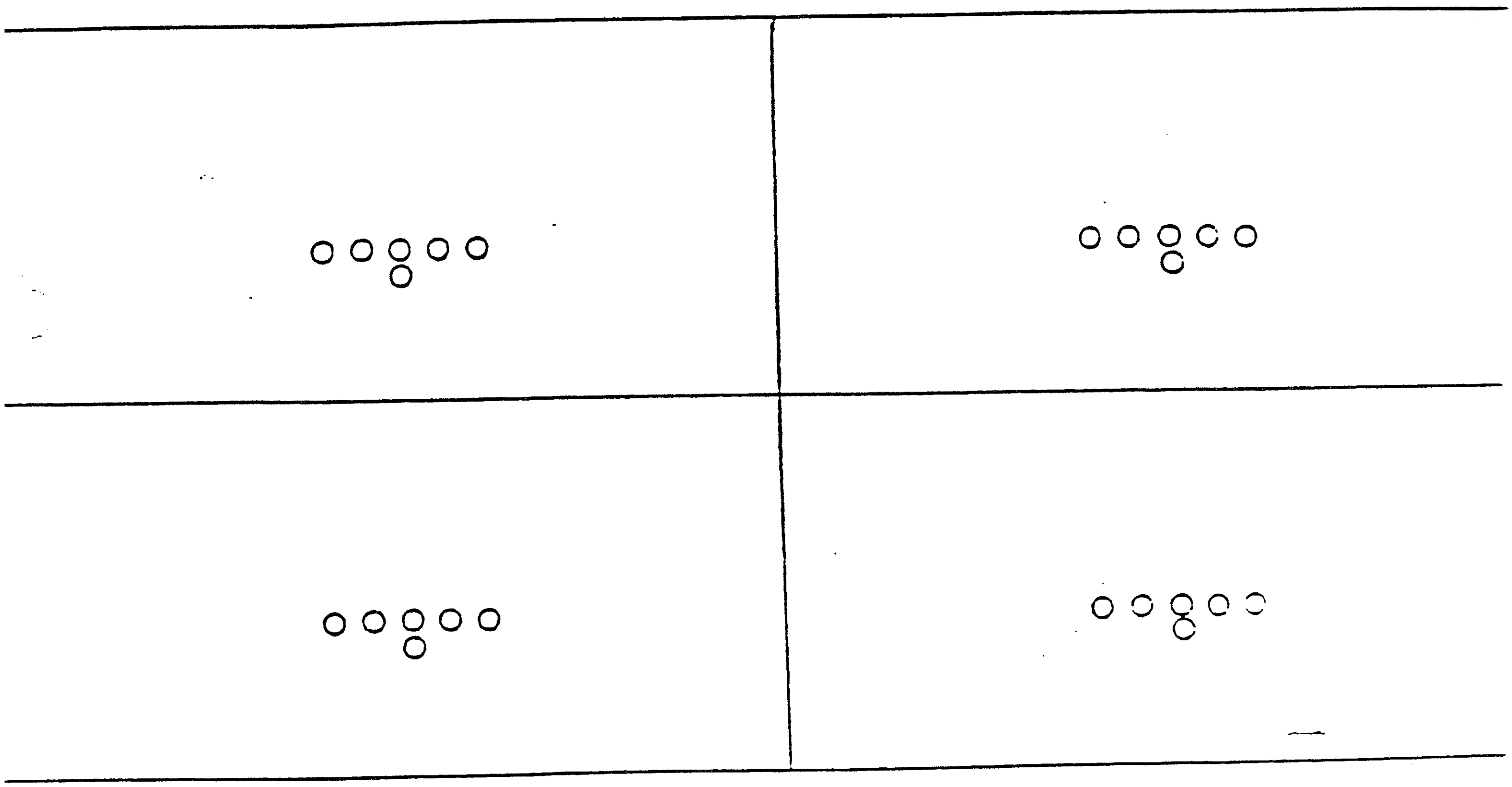
- B.(R) - Delay
- B.(H) - Scat Protection, run up
- "Y" - check pop, run 3 route
- "X" - 9 route, flash vs. double press

PROTECTION
Scat

FORMATIONS
1. Spread Slot
2. Trips Slot Whiz
3. Spread Slot Zoc
4. Spread Slot F.
5. Spread Slot Zip

SCAT RIGHT 372 SIDELINE (TRIPS SLOT)





KEY COACHING POINTS

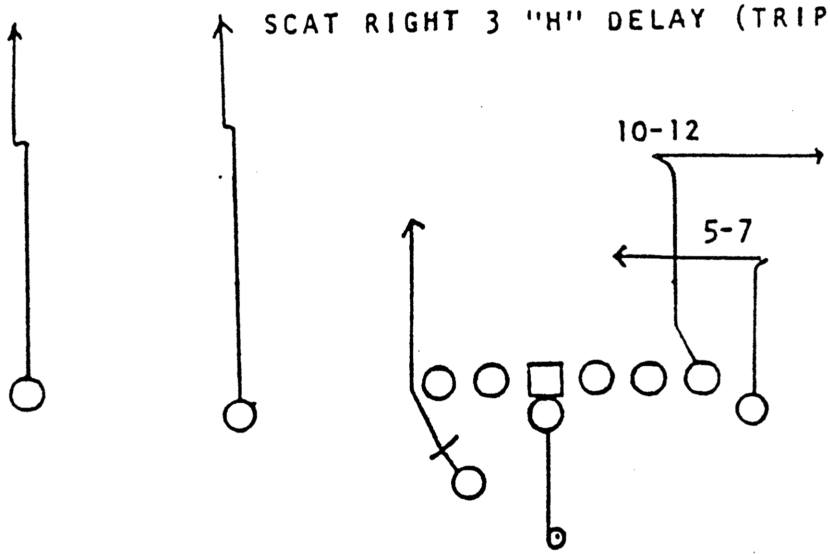
QB - Coverage read, W/S stays in middle or favors strongside work weakside throw off underneath coverage; W/S goes weak work slot combination inside/out. Responsible with Z for W/S.

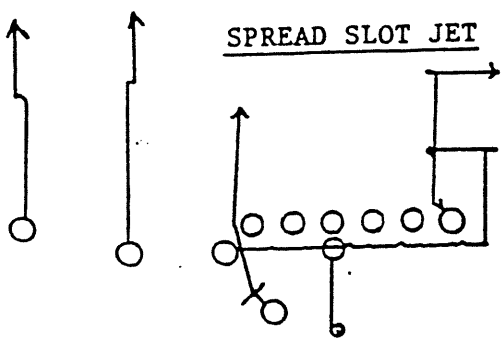
W.B.(R) - Scat Protection. Max. Prot. Search
S.B.(H) - sideline

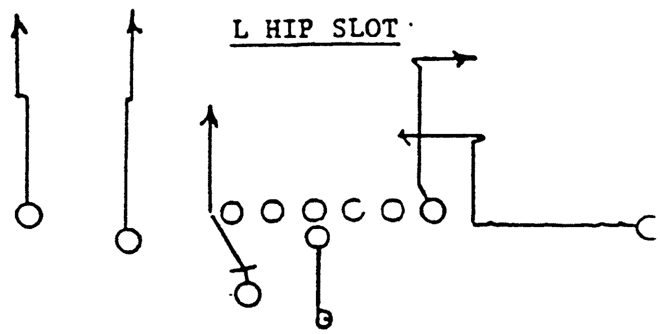
PROTECTION
Scat

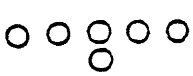
FORMATIONS
1. Trips Slot
2. Trips Slot F.
3. Trips Slot Zip
4. Trips Slot Zoo
5. Trips Slot Buz
6. Spread Slot Je

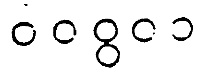
SCAT RIGHT 3 "H" DELAY (TRIPS SLOT)











KEY COACHING POINTS

QB- Coverage read, if W/S stays in middle or favors strongside work weakside deep to short; W/S goes weak work the slot combination inside/out. Responsible with Z for W/S.

3.(R) - 1st LB'er inside out not counting Mike, Run up route; C.P. 5¢ def. - Ck LB'er to 5¢

.B.(H) - Route called (Delay)

"Y" - check pop, run route (3)

... double press flash and fade

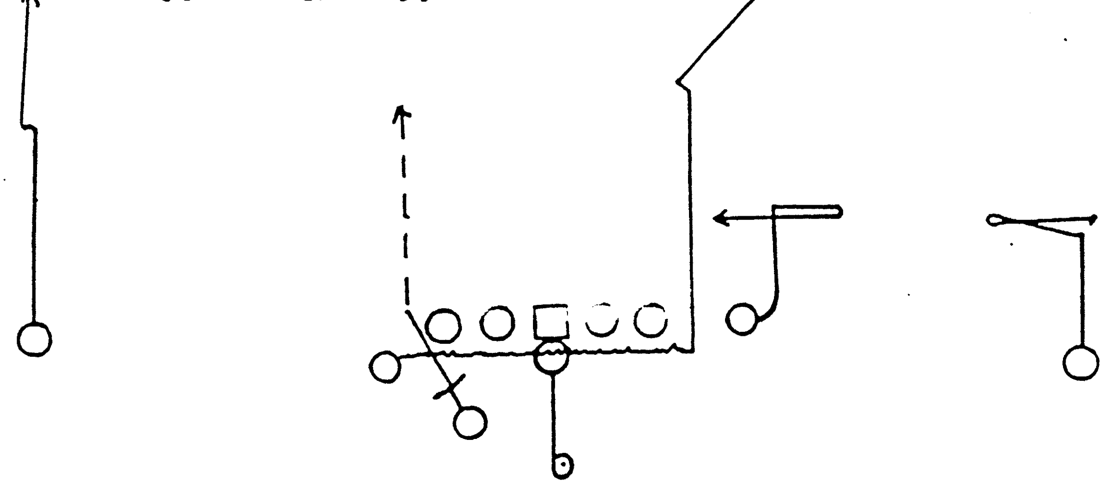
PROTECTION

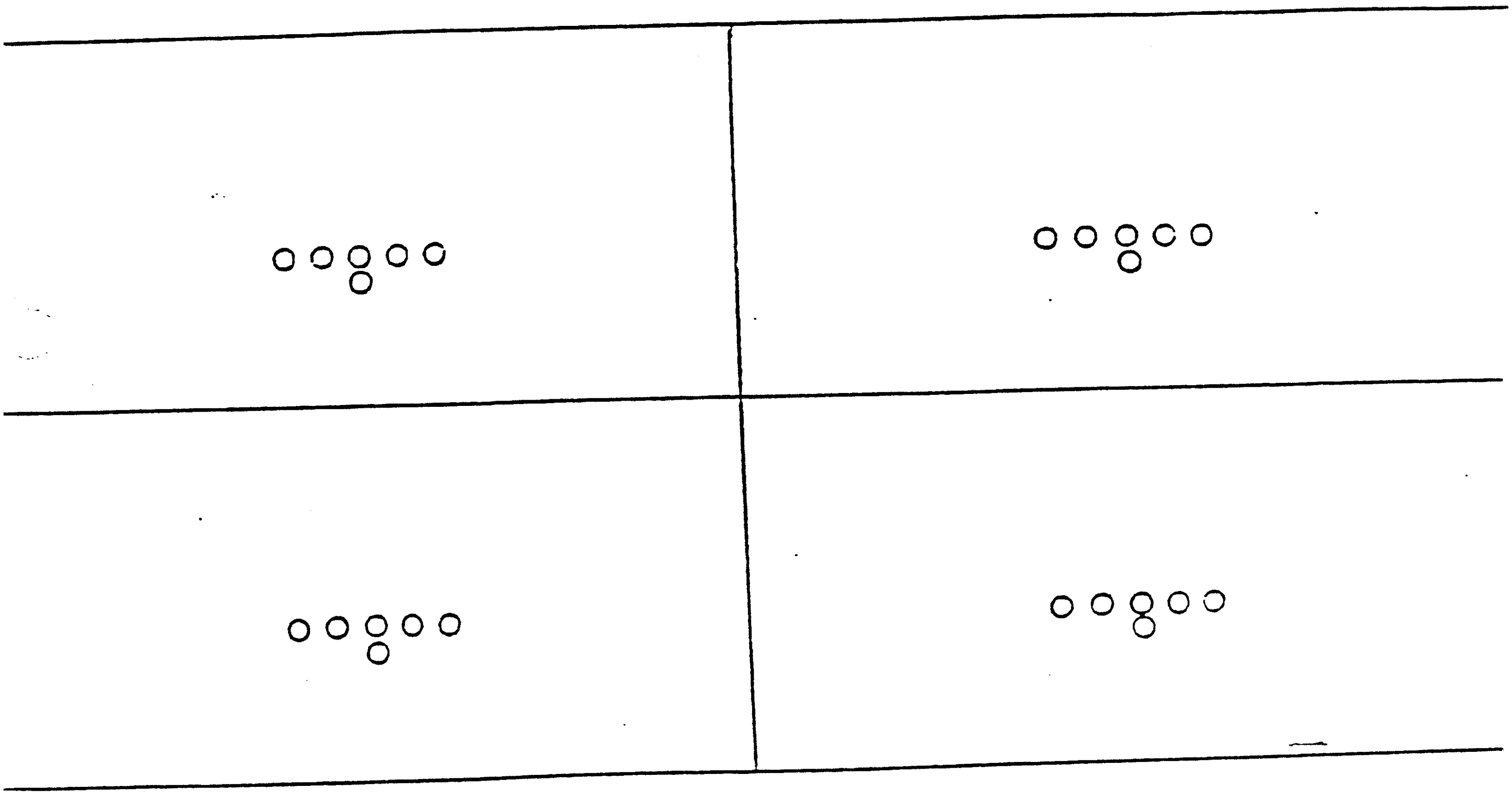
Scat

FORMATIONS

1. Trips Slo
2. Spread Slo
3. Trips Slot Z
4. Trips Slot Z
5. Trips Slot F
6. Trips Slot E

SCAT RIGHT 855 D.D. "H" CORNER (SPREAD MOTION)





KEY COACHING POINTS

QB - Strongside read, MOF open work inside/out throw off underneath coverage; MOF closed work outside/in and throw off underneath coverage. Responsible with X for W/S.

W.B.(R) - Scat Protection Run Up; M/M cov. may run swing

S.B.(H) - check pop, run route

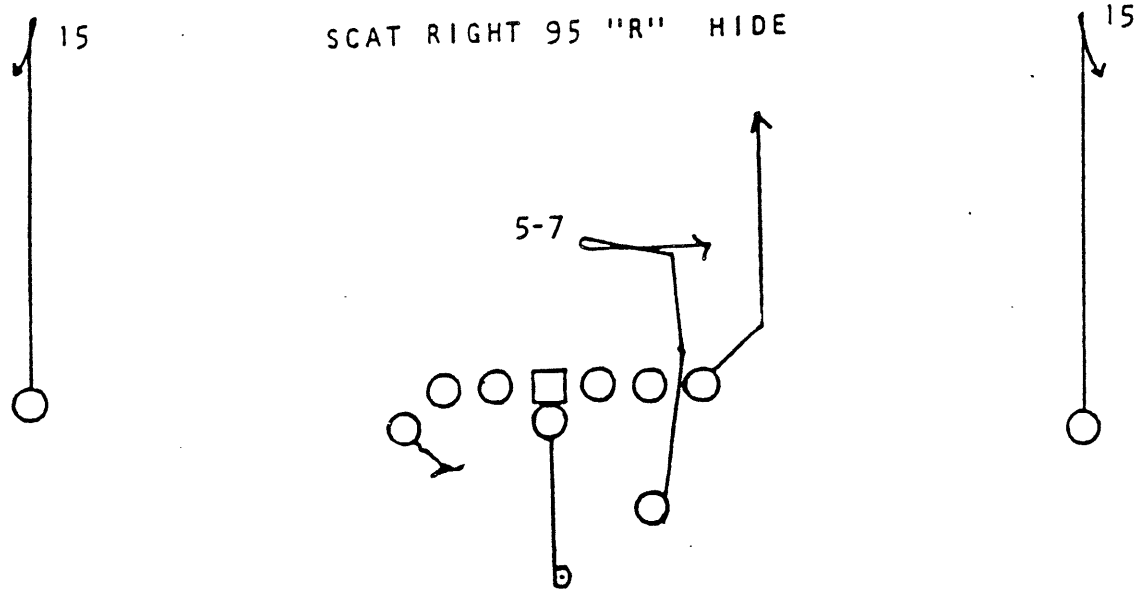
PROTECTION

Scat

FORMATIONS

1. Spread Mot
2. Trips Fake
3. Hip
4. Spear

SCAT RIGHT 95 "R" HIDE





KEY COACHING POINTS

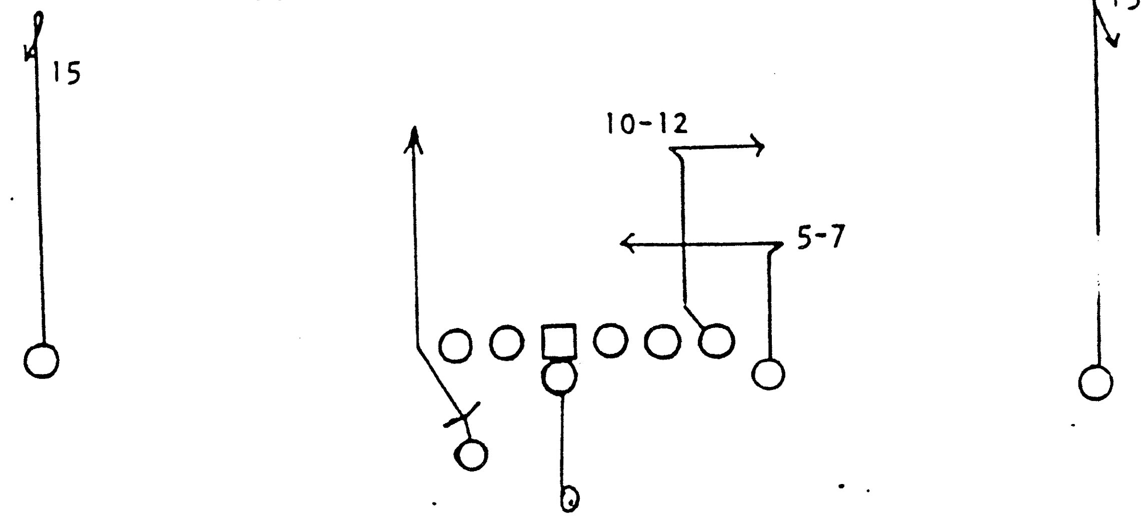
PROTECTION
Scat

QB - Strongside progression, MOF closed read outside/in throw off underneath coverage; MOF open work inside/out off underneath coverage. Responsible with X for W/S.

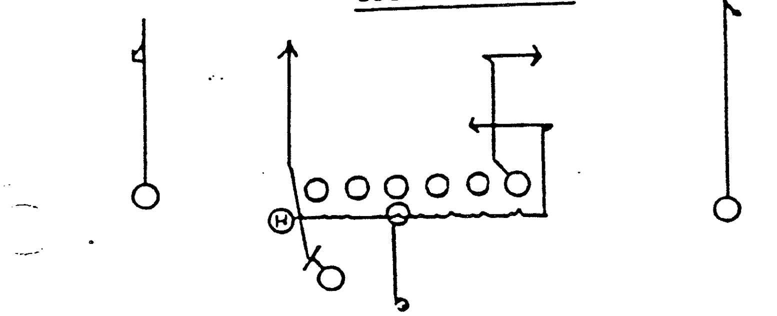
.B.(R) - check pop, run hide
.B.(H) - scat protection
"Y" - 9 route, outside release

FORMATIONS
1. Same as 35 "R'
2. Spread
3. Spread Fly
4. Spread Zoom
5. Trips Whiz
6. Dart

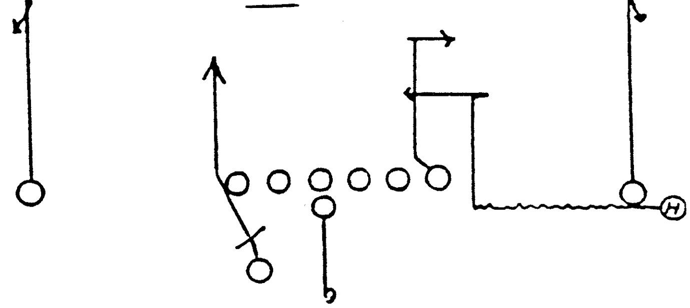
SCAT RIGHT 35 "H" DELAY (TRIPS)



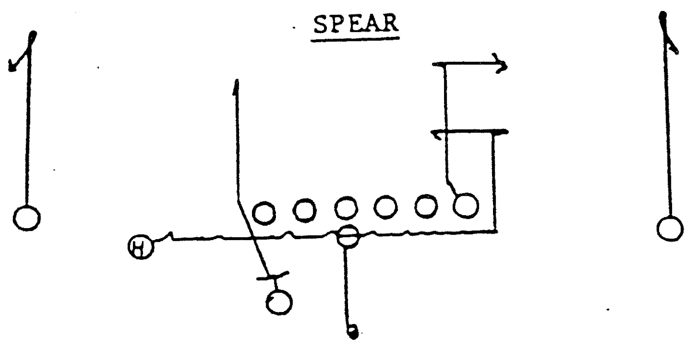
SPREAD MOTION



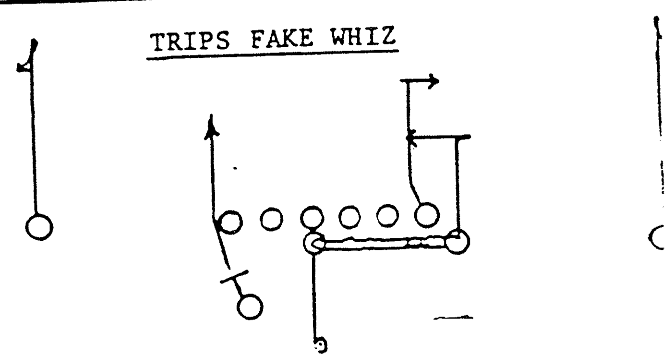
HIP



SPEAR



TRIPS FAKE WHIZ



KEY COACHING POINTS

QB - Strongside progression, MOF closed read outside/in throw off underneath coverage; MOF open work inside/out off underneath coverage. Responsible with X for W/S.

.B.(R) - 1st LB'er inside out not counting Mike, run up route

S.B.(H) - Delay

"Y" - Check pop, run route (3)

X - Blitz adjust vs. W/S blitz (middle open)

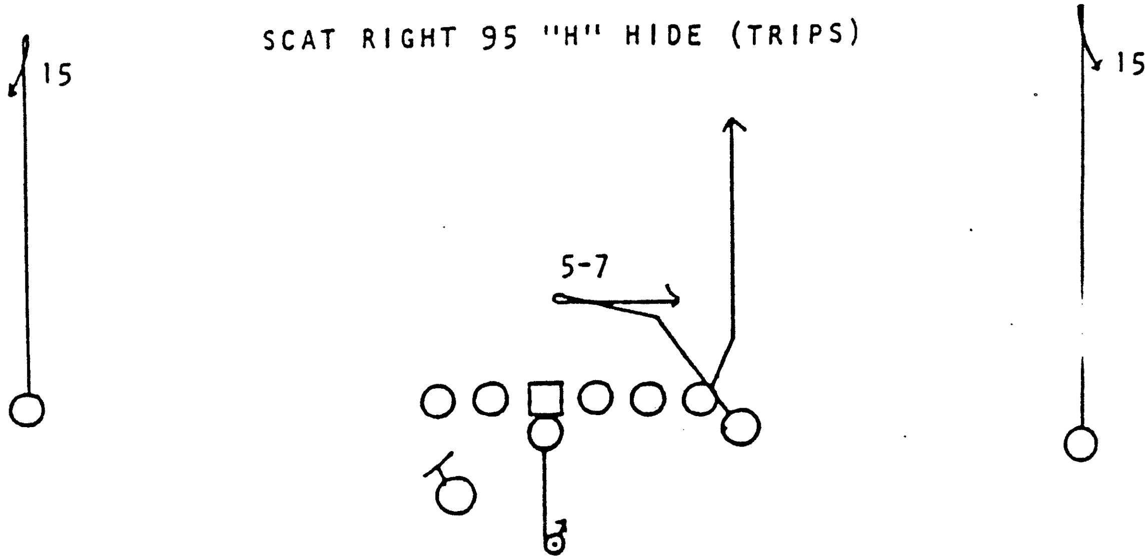
PROTECTION

Scat

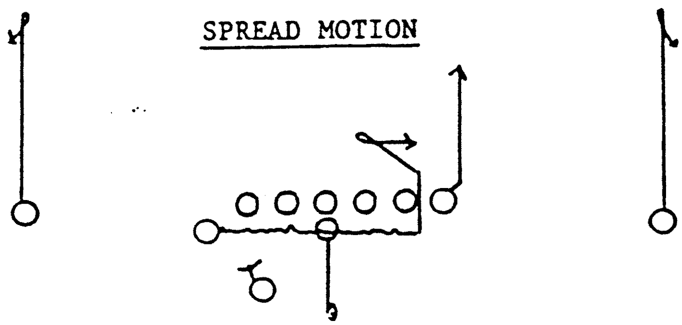
FORMATIONS

1. Trips
2. Trips Fake Whiz
3. Hip
4. Spread Motion
5. Spear
6. Trips Zoom

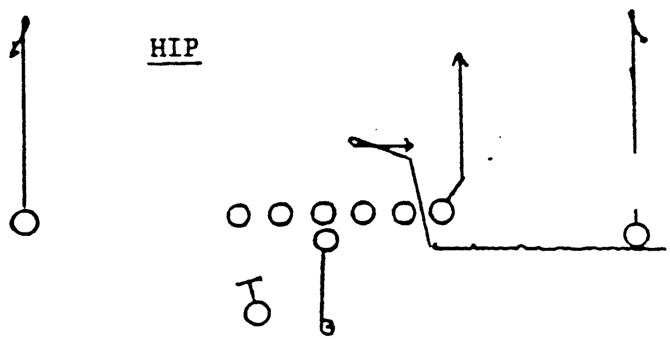
SCAT RIGHT 95 "H" HIDE (TRIPS)

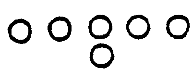


SPREAD MOTION



HIP







KEY COACHING POINTS

QB - Strongside progression; MOF closed work outside/in throw off underneath coverage. MOF open work inside/out deep to short. Responsible with X for W/S.

W.B.(R) 1st LB'er inside out not counting Mike, Search, Max. Prot.

S.B.(H)- Check Pop run route (hide)

"Y" - Run route called (9)

X & Z - same as 35 "H" Delay

PROTECTION

Scat

FORMATIONS

1. Trips
2. Trips Fake W
3. Hip
4. Spread Motio
5. Spear
6. Trips Zoom